PANDEMONIUM!™

ADVENTURES IN TABLOID WORLD

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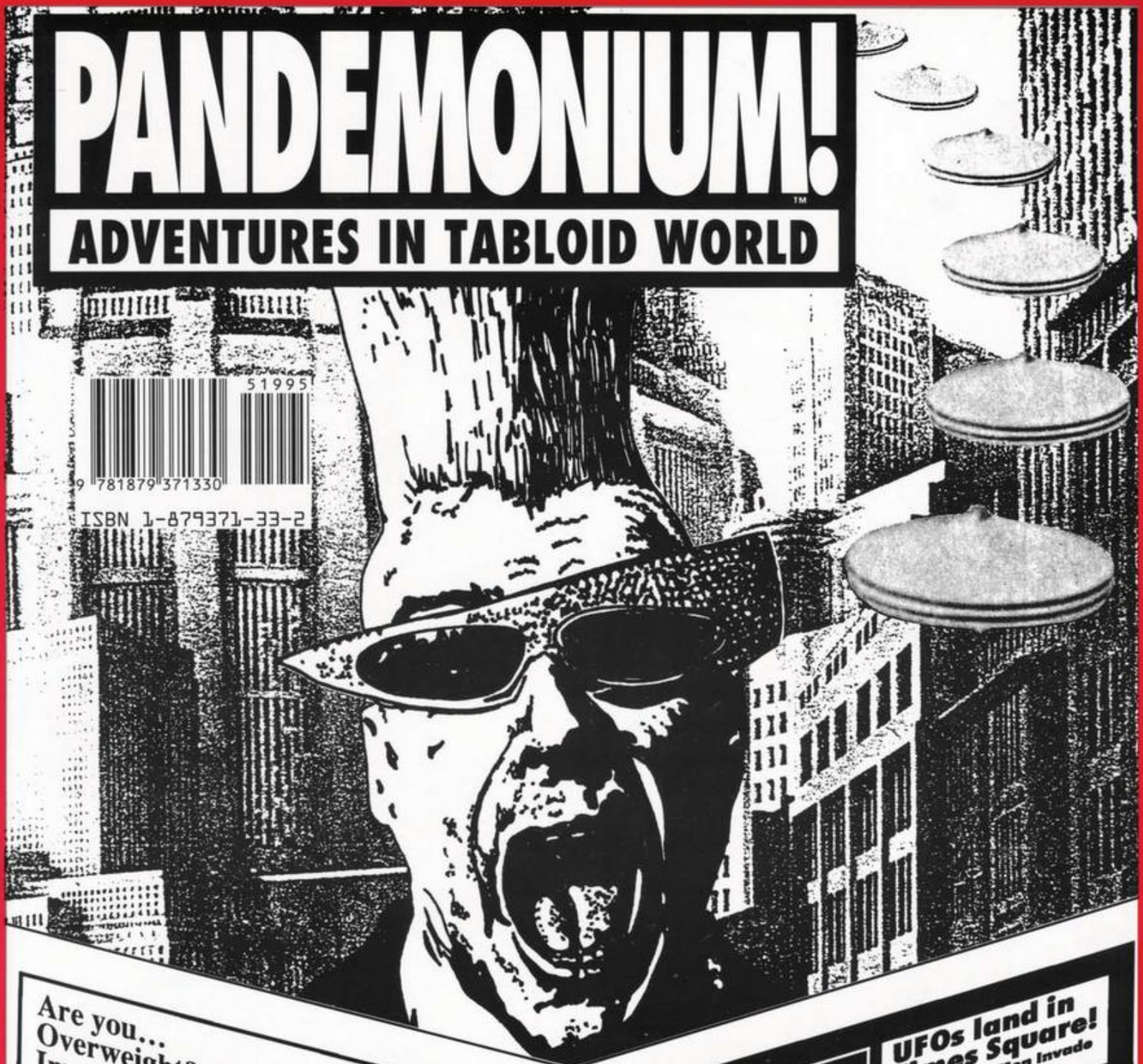

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Overweight? Obese?
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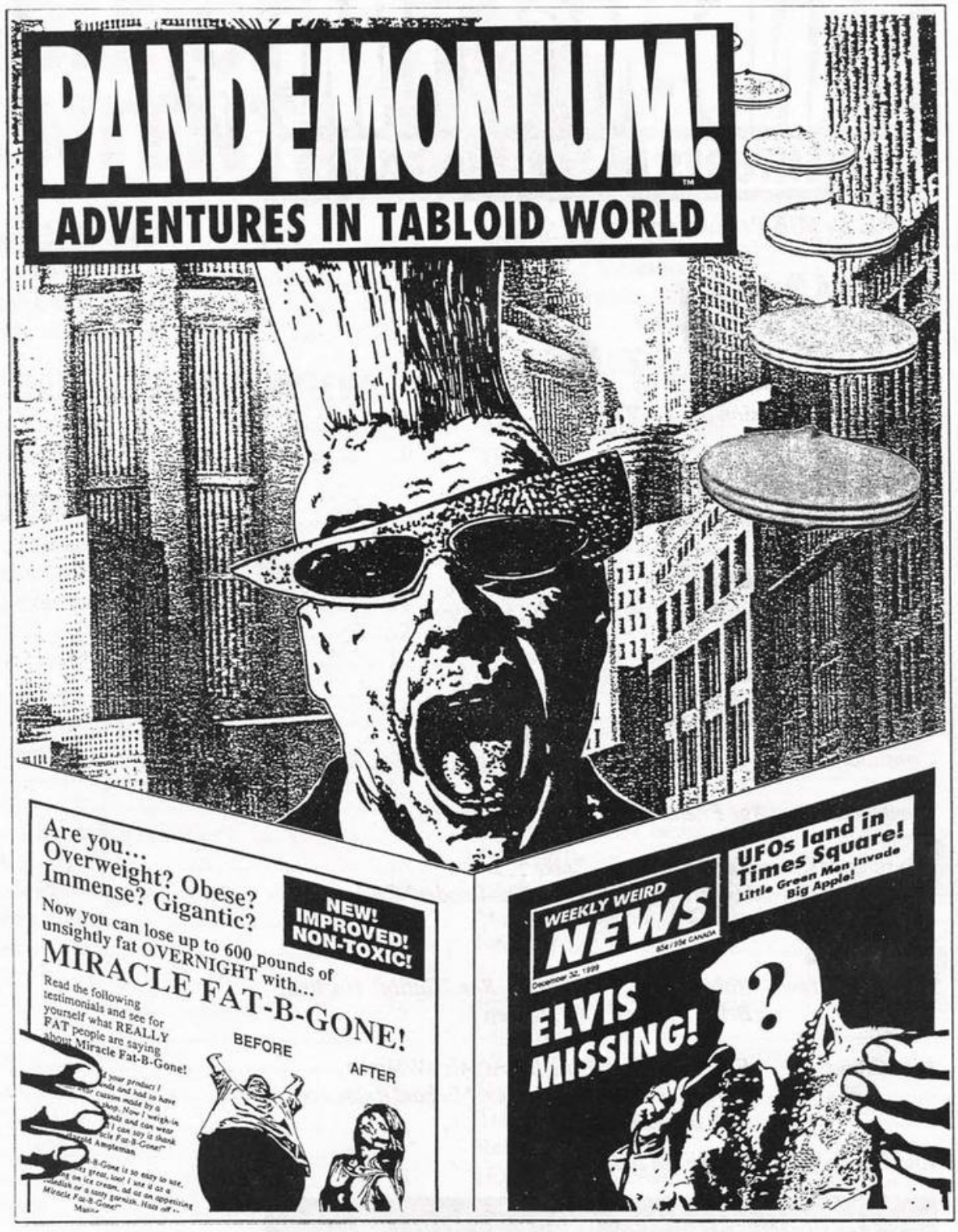
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BEFORE
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WEEKLY WEIRD NEWS
UFOs land in Times Square!
Little Green Men Invade Big Apple!
ELVIS MISSING!

by Stephan Michael Sechi

Deja Vu
S·T·U·D·I·O·S

M.I.B. PRODUCTIONS INC.

PANDEMONIUM!™

ADVENTURES IN TABLOID WORLD

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And thanks to Phil for the use of his head.

Dedicated to Elvis, wherever you are...

PANDEMONIUM *is a parody and a work of fiction. Any resemblance to persons, places, or institutions, other than for the purposes of parody, is coincidental.*

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WELCOME TO TABLOID WORLD

PANDEMONIUM is a role playing game set in an alternate reality known as Tabloid World. What exactly is Tabloid World, you say? Well, think of it as a parallel universe that exists side-by-side with the Mundane World — which is the place you currently occupy, in case you were wondering. A world where stories about celebrity scandals and fanatic cultists are headline material, while news of major world events is virtually ignored — a bizarre world where politicians look and talk like game show hosts, and money-grubbing televangelists compete for airtime with infomercials, simulated news, talk shows, and endless nauseating re-runs of the Brady Bunch.

Starting to sound a little too familiar? Well, don't worry. Tabloid World is a fictional place, and **PANDEMONIUM** is just a game. Well, isn't it?

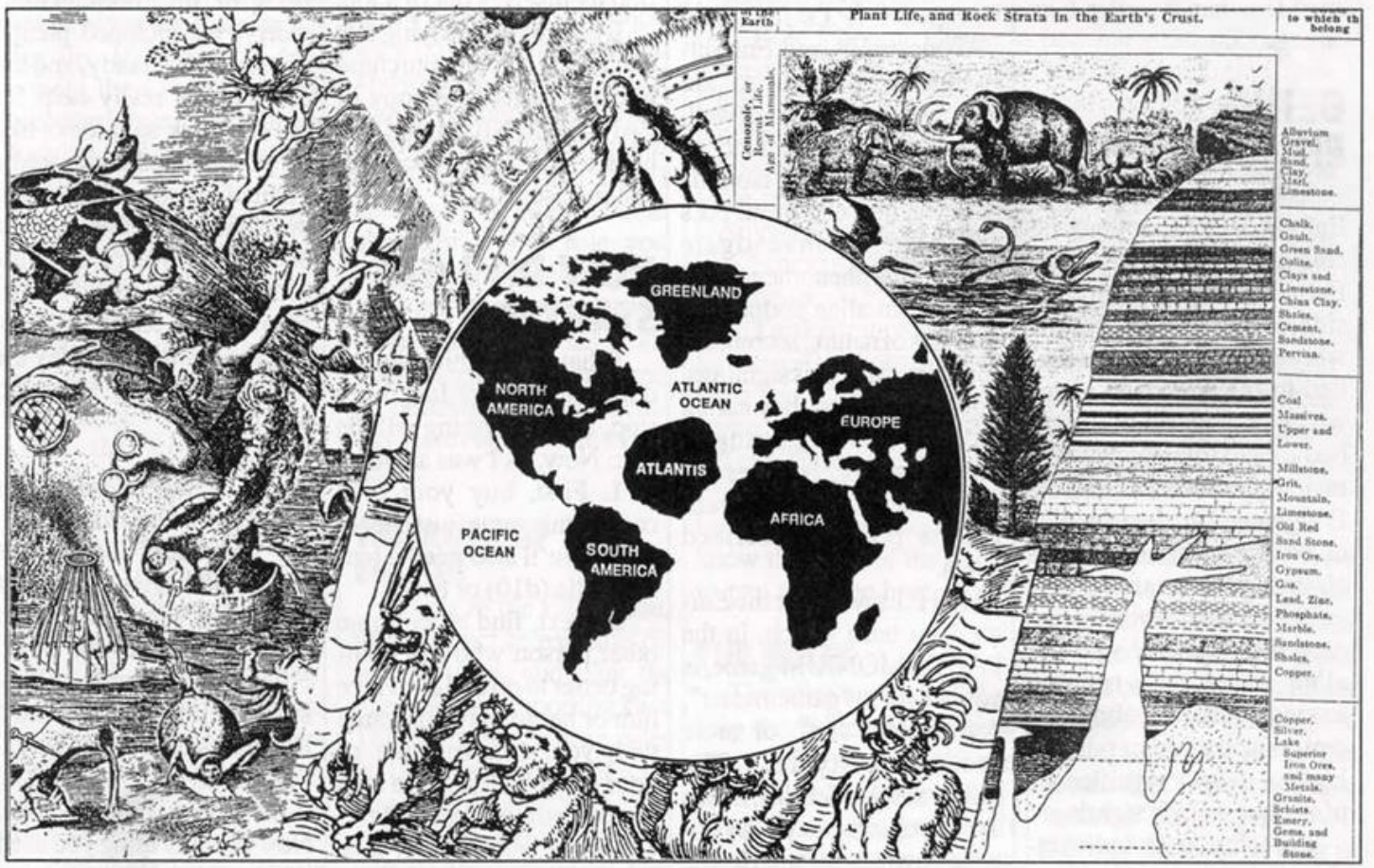
In Tabloid World, anything is possible. That's right, anything. It's a world where UFOs, Bigfoot, and poltergeists are all just part of The Big Picture. It's a place where, in a past life, you may have been Napoleon, or Joan of Arc, or both. And Elvis is not only still alive, but is regarded by certain alien life-forms as a benign, Buddha-like entity.

In Tabloid World Professional Wrestling isn't fake, and you really can lose 600 pounds of unsightly fat overnight with incredible Miracle Fat-B-Gone.

And everything you've ever read in the tabloids has either happened or is likely to happen in Tabloid World.

That's right, everything.

There is no underlying order to the Tabloid World universe... all is chaos... **PANDEMONIUM** reigns... there's an ongoing struggle between opposing forces that are beyond the comprehension of Mundane beings... anything is possible... aliens walk among us... secret conspiracies vie for control of our government, our money, our minds, and our bodies... the world could come to an end any minute... Elvis Lives!



Tabloid World —The Big Picture.

REALITY CHECK...

Of course, not everybody believes in this stuff, even though it's right in front of their faces. To operate within this alternate reality you have to be one of the Enlightened — someone who possesses the innate ability to perceive, and actually believe in, the Paranormal.

If you purchased this book, then it is obvious that you are Enlightened, and are one of an elite group of entities who can make such a claim. If you are reading a friend's copy, then you are one of the Mundanes. By the way, it's never too late to get Enlightened (see handy order form on page 152).

BEING ENLIGHTENED

On the other hand, being Enlightened is not all it's cracked up to be. In fact, the Enlightened are often considered insane by people whose consciousness is limited to the Mundane plane, which is just about everybody on Earth. To the vast majority of Mundanes, the Enlightened are just a bunch of weirdos who are always claiming to hear strange voices from the beyond, scanning the skies for signs of alien spacecraft, running around muttering about secret conspiracies, or pondering the deeper significance of the latest Elvis sighting.

In reality, such individuals are not insane (well, at least most of them aren't). They're merely reacting to paranormal stimuli, which Mundanes are incapable of perceiving. As such, they are too preoccupied to notice what is transpiring in the Mundane plane (by the way, if you are one of the Enlightened, you can use this excuse if your teacher or boss ever chews you out you for not paying attention. And that's another good reason to buy your own personal copy of this game).

WHAT'S THE OBJECT OF THE GAME?

Simple. In PANDEMONIUM, the players take on the role of *Paranormal Investigators* (P.I.s for short) — courageous and Enlightened individuals who are willing to risk anything (well, almost) to get the kind of Stories that only the tabloids have the nerve to print. P.I.s are paid to investigate paranormal phenomena of all sorts, from alien abductions to freaks of nature, secret conspiracies, and Elvis sightings. For their efforts, they earn a modest (that's putting it mildly) salary, bonuses for big Stories, and Instant Karma points (described later).

All P.I.s work for the *Editor* — a term which, in the PANDEMONIUM game, is equivalent to "gamemaster", "omniscient one", or more accurately, "tyrant". The Editor assigns Stories, hands out paychecks, pays out bonuses, awards Instant Karma points, and is responsible for running the game. P.I.s should keep in mind that it is not a good idea to argue with the Editor, or they might just find themselves out of a job.

Enlightenment

It goes without saying that the Editor should purchase his, her, or its own copy of PANDEMONIUM, and perhaps a few back-up copies, just in case.

HOW DO I GET STARTED?

What do you think you're doing right now? Just don't stop, and everything will be fine. Now, as I was saying:

1. First, buy your own copy of this game (just checking). You'll also need a ten-sided die (d10) or two.

2. Next, find at least one other person who has nothing better to do and convince him or her to play this game with you. One member of your group will need to take on the exalted role of Editor. The other players will take on the role of Paranormal Investigators.

3. The Editor should read over the rules and get acquainted with PANDEMONIUM before trying to play the game. Decide whether you want to use the E-Z or Very Complicated Rules, then read the Introductory Story.

4a. If your group has decided to use the *E-Z Rules*, all the players need to do is choose one of the pre-generated, predestined P.I. Characters included in the back of this book. Don't worry, we included plenty. They're very handy, and the extra pages really help fill out the book so it looks like it's worth something. Just take a pair of scissors and cut them out (assuming this is your book, and you're not just sponging off a friend). Then read the E-Z Rules for Players, and get ready to play the Introductory Story. How hard was that?

or...

4b. If you choose to play the *Very Complicated Rules*, the first thing the players should do is make copies of the blank Character Card from the back of the book. Fill the Cards out by following the Very Complicated Rules found on pages 34-42. See you in an hour or so.

5. Relax. You're done. Now the only thing you need to worry about is getting your first Story. Yeah, that's all.

WHAT THE HECK IS A ROLE PLAYING GAME ANYWAY?

What? You mean you paid good money for this game and you don't even know what it is? What are you, crazy or something? Well, since this is your first time we'll go E-Z on you, and explain what a role playing game is.

If you already know what a role playing game is then you're one up on us. Skip to the next section if you want, or hang around here and show everyone else how Enlightened you are.

Roleplaying games aren't like the games that most of us knew when we were growing up. Unlike, say, *Monopoly*, there is no board, no pieces to move, no set pattern for play, and no final victory for anyone.

About the only similarity to Monopoly is that there are rules, and you'll have to roll dice now and then. Oh, yes, and in both cases it's a waste of time buying up utility companies.

In the course of a roleplaying session, the participants create, in an entertainingly haphazard fashion, a story — typically, an adventure of some kind.

Its a lot like the stuff you see on TV or read in comic books, except that instead of watching or reading about a bunch of fictional characters, you and your friends are playing their parts, or roles.

You guessed it. That's what role playing is. Now that wasn't so bad, was it?

THE PLAYERS AND EDITOR

There are two types of participants in the game: the Players, and the Editor. You can play PANDEMONIUM with as many Players as you want (well, almost), but you can only have one Editor. If you're the kind of person who likes to keep things simple, you should be a Player. On the other hand, if you're a frustrated director, narrator, and benevolent dictator at heart, then the role of Editor is for you. It's your choice.

THE ROLE OF PLAYER

In PANDEMONIUM, each player takes on the role of a Paranormal Investigator who works for a tabloid known as the *Weekly Weird News*. Its important to remember the distinction between a player (that's you) and your P.I. (the fictional character whose role you play in the game). Otherwise this book will be even more confusing than it already is, and you might end up believing that you actually were Napoleon in a Past Life.

THE ROLE OF THE EDITOR

If you're the Editor your role is to act as narrator, direct the plot, and play the roles of the supporting cast. The characters whose roles you play are called ECs — you got it, Editor Characters. Its your job to make the ECs interact with the Player Characters in a way that makes for an evening of fun story telling. That means you have to know the rules of the game, so pay attention here, okay?

THE RULES

The rules are provided to help the Editor decide how successful characters are when they try to do something. That way you don't have to argue over whether your character is able to sneak up on the alien Reptoid without getting his attention — the dice and rules decide for you. This gives you more time to argue over which toppings to order on your pizza. On the other hand, the Editor should feel free to change or delete rules that he or she doesn't like. There is no single "official" way to play PANDEMONIUM — as long as everyone is having fun, you're doing it right.

GAME TERMINOLOGY

For those of you who may not be familiar with this sort of thing, here's a list of common terms that you'll need to know to play PANDEMONIUM.

d10: a ten-sided die, used to generate numbers from 1-10 — the type of dice you'll need to play the PANDEMONIUM game.

% dice: to get a range of 1-100, roll a d10 twice; the first roll stands for the "tens" column, and the second roll indicates the number in the "ones" column. For instance, a roll of 4 followed by a roll of 6 would be equivalent to a roll of 46.

Editor: the gamemaster; El Exigente; the Grand High Pooba; Exhalted One, etc.

Instant Karma: instant Enlightenment, gained or lost as a result of one's actions and experiences. In PANDEMONIUM, its measured in points and is awarded or deducted by the Editor.

Paranormal Investigator: fancy name for the investigative reporters who write the kind of weird Stories that are published by the tabloids. Each player in PANDEMONIUM take on the role of a Paranormal Investigator (P.I. for short).

Role Playing Game: a peculiar pastime that has been likened to "improvisational theater with dice". Not a Satanic practice, as some would have you believe, but nevertheless a pretty good way to kill time. If you have no idea what the heck a role playing game is, please read the section, "What the Heck is a Role Playing Game Anyway?" on this very page before going any further.

Story: the PANDEMONIUM term for an adventure scenario.

Tabloid: any weekly newspaper that regularly carries stories about alien abductions, Elvis sightings, and the sort of really important news and information that you never see in such Mundane publications as the New York Times, the Washington Post, and the L.A. Times

USE YOUR IMAGINATION

Roleplaying games take place in your imagination. The Editor and players sit around a table or in a living room full of comfy chairs (not included) and describe what's going on in the story. A typical game session will sound something like this:

Editor: *"OK, as you'll recall from last time, you just got an assignment from the tabloid you work for. There are reports of a Werewolf sighting in Chicago, and you've been assigned to check it out."*

Player: *"We got any files on Werewolves in the newspaper morgue?"*

Another Player: *"You're just asking that 'cause you love saying 'newspaper morgue.'"*

Editor: *"There is an entire file cabinet full of Werewolf stories in the Weekly Weird News offices. Your bus to Chicago leaves in half an hour. What are you going to do?"*

Another Player: *"I use my Paranormal Talent to cast a Divination, trying to find out which files are most relevant. I've got a few fortune cookies left over from lunch, so I'll crack one open. What does it say?"*

At this point, the Editor asks this player to roll a die. He does, and, using the rules provided in the next few pages, finds out whether his character is successful at what he's trying to do. This time the player rolls well, so the Editor elects to make up an answer that will provide the player with a good clue.

Editor: *"The fortune cookie says: 'That which comes first is sometimes best.'"*

Player: *"Most illuminating. I check the first file under 'Werewolf.' What's it say?"*

Editor: *"The headline reads WINDY CITY WEREWOLF STRIKES AGAIN. There's a photo of the Werewolf, but its kind of blurry. The story is dated June 7, 1992, and mentions that the Werewolf was blamed for the kidnapping of three women. It also says that the creature was never caught."*

Player: *"Women kidnapped? Sounds more like the work of a Bigfoot than a Werewolf."*

Another Player: *"Maybe so, but I'm bringing a bag of wolfbane with me just in case."*

Yet Another Player: *"What if the kidnappings were actually abductions? Everybody knows that those freaking aliens are always after our women!"*

Editor: *"Just thought I'd mention that the bus for Chicago leaves in twenty minutes, and if you're not on it you're all fired."*

Players: *"So long, chief."*

From this point the story continues, with players making decisions for their characters, and the Editor figuring out how their actions affect the basic plot that's been worked out for this Story.

Eventually it should all end up in a big climax, as the characters confront whoever or whatever is behind the kidnappings. It may or may not be whom they suspect, because in Tabloid World, anything is possible.

That's about it for the overview. You'll find detailed information on how to use the rules and an Introductory Story in the following chapters. Have fun...

Fun, before the invention of Role Playing.

THE RULES – AN OVERVIEW

PANDEMONIUM gives you the choice of two kinds of rules: our famous E-Z Rules, or the Very Complicated Rules. This section covers the basic rules that you'll need to know to play the E-Z version of PANDEMONIUM.

Information that appears in italics refers to the Very Complicated Rules version of PANDEMONIUM. If you're using the E-Z rules you can ignore this stuff, or read it and gloat about how much easier you have it than those guys.

The Editor and the Players should take a couple of minutes to read this section first, just so you know what you're getting into.

CHOOSING A CHARACTER

In the E-Z version of the PANDEMONIUM game players choose from one of the pre-generated, predestined, and ready-to-play characters included in this game (see pgs. 153-174). All the information you need is included on the Character Card.

How E-Z can it get?

For more information about the Character Cards see page 11.

Very Complicated Rules: in this version players are given the option to create their own characters as desired. See page 34 for more details.

ACTIONS AND THE FATE TABLE

In PANDEMONIUM, all actions in the game are determined by rolling a ten-sided die (d10 for short) and consulting the Fate Table to find out the result.

If you have a bonus for a particular ability you get to add it to this die roll, increasing your chances of success. Pretty E-Z, wouldn't you say?

For more information about the Fate Table turn to page 20.

Very Complicated Rules: in the Complicated Rules version characters can have higher ability ratings, and the Editor can add another modifier based on the Degree of Difficulty Rating for the action being attempted. But don't worry about that now — it's too complicated. See page 39 if you're interested.

UNDERSTANDING DIE ROLL RESULTS

The results of all die rolls in PANDEMONIUM are based on a scale of 1-10. A roll of 6 or better equals success, though as a general rule the higher the roll, the better the result.

One way to think of this is to imagine that rolling a die is like taking a test (don't worry, you won't have to study for the test first).

If you score 5 or less, you fail (the lower the number, the worse the result). If you score a 6, you pass with a grade of D — not very impressive, but at least you squeaked by. A roll of 7 is like getting a C, a roll of 8 is a B, and a roll of 9 is an A. If you get a perfect 10 or greater, your result is an A+.

Pretty E-Z, isn't it? We told you so.

YOUR CHARACTER'S ABILITIES

In the E-Z Rules version of PANDEMONIUM, all pre-generated characters come complete with their own abilities, which are rated from "0" (no bonus) to +3. The type of abilities your character has determines what he or she can do — in the E-Z Rules you can't attempt any action for which you do not have a specific ability (for instance, if you aren't a heart surgeon you can't attempt a triple bypass operation).

The five main types of abilities are:

•**Mundane Profession:** a character's occupation in the Mundane world (hey, its a living...). Generally speaking, you can do anything that a member of your Mundane Profession can do.

•**Hobbies:** additional abilities that the character has acquired in his or her spare time.

• **Paranormal Talents:** latent abilities like Levitation and Clairvoyance that the character was either born with or acquired as a result of some sort of freak accident.

• **Past Life:** abilities related to one of the character's Past Lives (explained in the E-Z Rules for players).

• **Attributes:** the character's natural physical, mental, and spiritual abilities, referred to as Body, Mind, and Spirit (explained further on in this section). Attributes are used for miscellaneous abilities such as running, lifting, dodging, resisting outside influences, and so forth.

For more information on Abilities see page 13.

In the Very Complicated Rules version abilities are rated from 0-10, and characters can attempt actions for which they have no specific ability (though possibly at a penalty for Degree of Difficulty). If this sort of thing appeals to you turn to page 34.

USING YOUR CHARACTER'S ABILITIES

To use any ability that you have on your Character Sheet, roll a d10. If you have a bonus for the ability being used, add it to your die roll. The total (called the Action Sum) is compared to the Fate Table to arrive at the actual result of the action.

ATTRIBUTES

The three Attributes common to all Characters are:

• **Body:** the character's overall physical condition, including strength, agility, endurance, physical health, and speed. The higher the Body rating, the more physically fit the character is.

• **Mind:** the character's overall mental condition, including intelligence, mental health, and memory. The higher the Mind rating, the more mentally fit the character is.

• **Spirit:** the character's overall spiritual condition, including willpower, the aura, the soul, and the astral self. The higher the Spirit rating, the greater the character's spiritual strength.

For more information about Attributes see page 12.

COMBAT

In PANDEMONIUM, combat is handled pretty much like any other action. That is to say, the attacker states his or her specific intent, rolls a d10, adds any applicable ability rating, and checks the Fate Table for the result. The total of die roll and ability tells you how successful your attack was — based on a scale of 1-10, of course. For physical combat, you can use a specific self-defense ability if you have one, or use your Body rating if you don't. Mental or spiritual combat is also possible, provided you have a Paranormal Talent like Psychic Assault or Astral Assault. For more detailed information about Combat see page 15.

The Very Complicated Rules version of combat include a number of other options, which you can read about if you turn to page 40.

INJURIES

Injuries can occur to the Body, Mind, or Spirit, and are rated in increments called Injury Points (pretty clever, huh?). The higher the number of Injury Points, the more serious the injury.

HEALING

Fortunately, most types of injuries to the Body, Mind, or Spirit can be healed. Healing occurs naturally at the rate of one Injury point of Body, Mind, and Spirit per day; faster results can be obtained through a qualified Healer. For more information see pages 16 and 31.

REINCARNATION

Unfortunately, some types of injuries are so severe that they may result in the untimely death of the character. At such times it pays to be familiar with the rules for Reincarnation, which can be found on page 17. E-Z come, E-Z go...

In the Very Complicated rules, it may be possible to sidestep the Reincarnation process by Faking Your Own Death. See page 38.

INSTANT KARMA

In PANDEMONIUM, the reward for experience is Instant Karma, which is measured in increments called points and awarded as soon as it is earned (we don't call it Instant for nothing). In the E-Z Rules version, Instant Karma points can be used to add bonuses to die rolls (called Cheating Fate) or to increase ability ratings. For more details, see page 14.

In the Very Complicated Rules, Instant Karma points can also be used to acquire new Hobbies, and to raise Attribute ratings. See page 38 for more info.

IN SUMMATION

That's about it for the overview. If you're a player, turn to page 11 and read the Player's Rules. If you're an Editor, turn to page 19 and read the Editor's Rules.

If you have decided that the E-Z Rules are just too E-Z for you, read through the E-Z material and then turn to page 34, where you'll find the Very Complicated Rules. See ya.

E-Z RULES FOR PLAYERS

CHOOSING A CHARACTER

In PANDEMONIUM, players take on the role of Paranormal Investigators — ordinary people who just happen to have extraordinary abilities. There are a number of pre-generated, pre-destined, and ready-to-play *Character Cards* included in the back of this book (don't bother with the blank Character Cards — those are only used in the Very Complicated Rules).

Each player should read this section and then choose a Character.

THE CHARACTER CARD

All Character Cards contain the following information:

ID PHOTO

This is a picture of what the Character looks like.

CHARACTER'S NAME

Your character comes complete with his or her very own name (how's that for service?). If you don't like the name provided, change it — we won't be offended, even though these are supposed to be the E-Z Rules.

PERSONAL INFO

This covers things such as the character's height, weight, gender, and appearance. Your character's personality is up to you to decide. You can have your character be skeptical, gullible, aggressive, passive, or whatever you choose.

PANDEMONIUM!
ADVENTURES IN TABLOID WORLD

Character Card

Name:
CHE LaVIE

Personal Info:
FEMALE, FRENCH-AMERICAN, AGE 21
5'5", 110 LBS, BLACK HAIR & BROWN EYES;
ALTERNATIVE FASHION SENSE (COMBINATION OF SEATTLE GRUNGE & N.Y. PUNK);
EMOTIONAL TERMPERAMENT, STRONG-WILLED

Mundane Profession:
FREELANCE PHOTOGRAPHER +2
Job Description:
KNOWLEDGE OF MOST PHOTOGRAPHIC TECHNIQUES, FILM DEVELOPING, SHOOTING UNDER LESS THAN IDEAL CONDITIONS; CAN HANDLE TEMPERAMENTAL MODELS & SUBJECTS

Hobbies:
ANCIENT EGYPTIAN MYTHOLOGY +2

Paranormal Talents:
ASTRAL ASSAULT +1
SPIRIT PHOTOGRAPHY 0

Attributes:
Body +1 ____
Mind +2 ____
Spirit +2 ____

I.D. Photo

Phobia:
OPHIOPHOBIA +1

Past Lives:
CLEOPATRA 0

Possessions (carried):
$110 IN CASH
CREDIT CARD ($750 LIMIT)
NIKON 35mm CAMERA W/ZOOM LENS
POLAROID CAMERA
CAMERA LIGHTER

Instant Karma Points:

MUNDANE PROFESSION

This is the occupation that the character practiced prior to becoming Enlightened and finding work as a Paranormal Investigator. It is sometimes referred to as a "day job", as in the old adage, "Don't quit your day job". The *job description* describes the type of Mundane skills your character possesses.

For game purposes, assume that characters can basically do anything that a member of their Mundane Profession can do.

The number that appears to the right indicates your character's rating in this profession. Don't worry too much if you have a low number — this rating can be improved up to the E-Z Rules maximum of +3 as you earn Instant Karma points, if you want. That's what the blank space to the right is for.

HOBBIES

Hobbies are talents or avocations that can be practiced and developed in a person's spare time, as opposed to full time occupations such as a Mundane Profession.

The distinction is an important one — while practicing martial arts, archery, race car driving, or studying ancient Babylonian mythology can be classified as hobbies, being an astronaut or a brain surgeon most definitely can not.

In the E-Z Rules version of PANDEMONIUM each pre-generated and predestined character comes fully equipped with his, her, or its own Hobby, which can be improved to the maximum rating of +3. What a great game this is.

PARANORMAL TALENTS

These are "extra-mundane" (or just plain weird) abilities that your character possesses. As is the case with Mundane Professions, Paranormal Talents are rated on a scale of 0-3 and can be improved with experience.

ATTRIBUTES

Every character has Attribute ratings for three separate categories — Body, Mind, and Spirit. In the E-Z Rules, Attributes are rated from 1-3. The higher the number, the more developed that Attribute is.

Attribute ratings are also a measure of the character's overall physical, mental, and spiritual health. If your character suffers an injury to Body, Mind, or Spirit, the Injury Points are deducted from the corresponding Attribute, reducing the Attribute rating and its effectiveness. If any Attribute is reduced to -10 the character could be a goner (see Cheating Death, Near Death Experience, Reincarnation, etc.). Fortunately, Healing can restore lost Attribute points and save your character from an untimely end.

The blank spaces appearing directly to the right of the Attribute ratings are used to keep track of your character's current Body, Mind, and Spirit ratings. Unlike other abilities, Attributes cannot be improved in the E-Z Rules version of PANDEMONIUM.

PHOBIAS

Everybody is afraid of something, even professional P.I.s. Your particular Phobia tells what it is that your character is afraid of — its rating tells you how good your character is at resisting his, her, or its fears. Anytime your character comes face to face with a situation where a phobia comes into play you must roll a d10 on the Fate Table to determine if you can overcome your fear. If you're successful your character can take action as desired. If not, your character is too scared to do anything, and will either freeze in place or run away from the object of fear (your choice).

All beginning characters start with a Phobia rating of "0" — you can write this in pencil on the blank space to the right if you want. Anytime your character makes a Fate Table roll to resist a Phobia and gets a result of 1 or less (known as a Screw-Up) your Phobia rating decreases by one point. Fortunately, your character's ability to resist a Phobia can be improved to the maximum of +3.

Tools of the P.I. trade.

PAST LIVES

As anyone who reads the Tabloids surely knows, all persons currently living today are reincarnated from individuals who lived long ago. While Mundane folks generally have no knowledge of their "Past Lives", such is not the case with the Enlightened, who are able to recall this knowledge and use the abilities they had in their Past Lives for short periods of time.

All beginning P.I.s start with one Past Life, as shown on the Character Card. To use a Past Life ability you must first *recall* it (see Using Your Character's Abilities, page 13).

Note that space has been provided on the Character Card for additional Past Lives, which you may need to keep track of if your character is Reincarnated. Don't worry about it for now — we'll explain this stuff later.

POSSESSIONS

This is a list of useful items that the character currently owns, including cash on hand. The blank spaces below (and on the other side of the Card) are for additional equipment that the character may buy or acquire in the future.

INSTANT KARMA

This space is provided for the character to keep track of how many Instant Karma points he, she, or it has accumulated. Observant players will notice that this space on the Character Card is blank. Don't worry — you're about to fill it in. Give yourself 5 points of Instant Karma as a special bonus for buying your own copy of this game.

You did buy your own copy, didn't you?

USING YOUR CHARACTER'S ABILITIES

To use any of your character's abilities all you have to do is:

• Tell the Editor what type of ability your character plans to use: Mundane Profession, Paranormal Talent, Hobby, or Past Life. If you don't have a specific ability that covers the action you want to attempt, you may be able to substitute a generic Attribute instead, as long as the Editor will allow it. If not, then you can't attempt that action, and will have to try a different approach.

• Explain to the Editor what it is your character is trying to do. Be specific enough to describe your intent, so that the Editor can figure out what you're trying to accomplish.

• Roll a d10 and add any applicable bonus (ability rating, Instant Karma, etc.) to the result. The Editor will consult the Fate Table and tell you what happened as a result of your character's attempted action.

PAST LIFE ABILITIES

All Past Life abilities have a functional rating of +10, but you can't use a Past Life unless you can first *recall* it. A beginning character's ability to recall a Past Life is rated at "0". As your character gains more experience and "gets closer in touch" with your Past Life, this rating can be improved, up to a maximum of 10. Increasing a Past Life rating by +1 costs 20 Instant Karma points.

To recall a Past Life you have to roll a d10 on the Fate Table and add your Past Life rating to the result. If successful, you'll be able to use any ability that you had during your Past Life for up to ten minutes. After this time is up you'll have to try to recall the Past Life once more if you want to use it again.

LIMITATIONS OF PAST LIFE ABILITIES

There is no limit to the number of times you can try to recall Past Life abilities in a given day, though there is a catch. If you roll a "1" on any attempt to recall a Past Life you will suffer from the delusion that you are actually that person. Unfortunately, you will be unable to access any Past Life abilities.

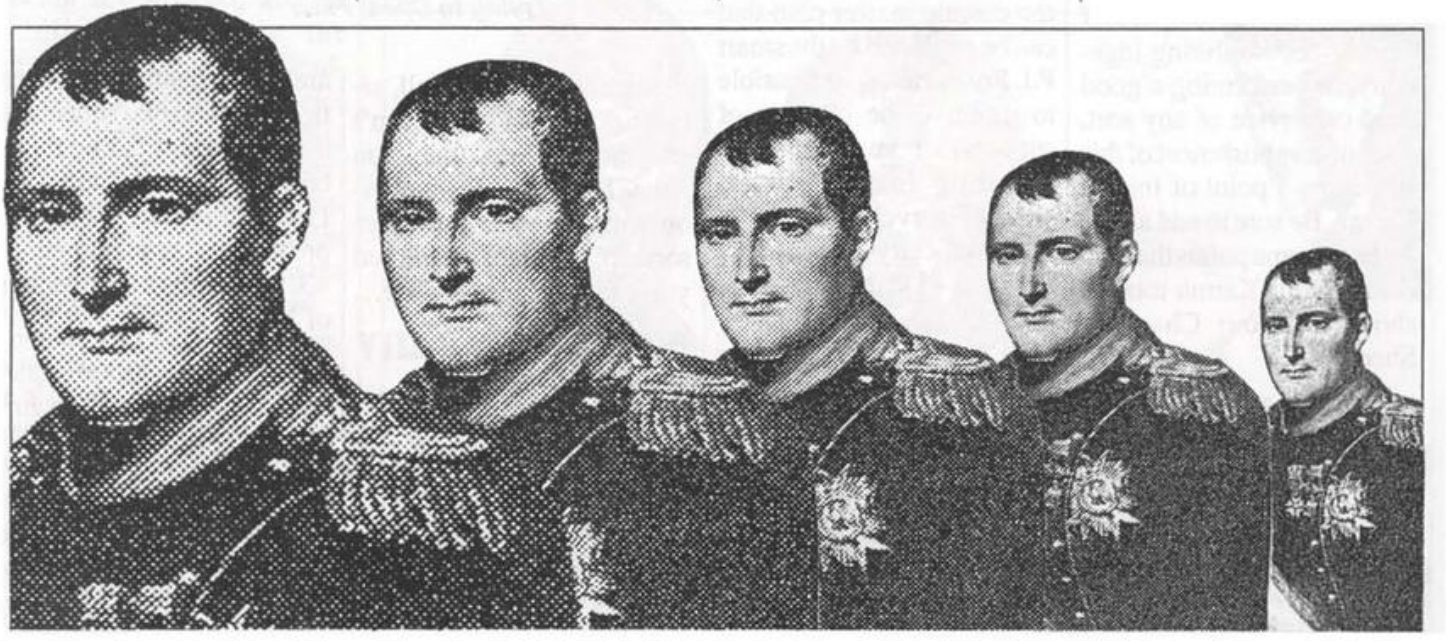
This condition will persist for ten minutes, during which time you'll be running around thinking you're Napoleon, or Joan of Arc, or whatever, and will remember nothing of your character's abilities.

As you can probably imagine, this sort of behavior does not go over well with Mundanes, who think that people who believe they're Napoleon should be locked-up in an insane asylum.

THE PAST LIFE PARADOX

In Tabloid World it's possible for more than one person to have shared the same Past Life. For example, a P.I. who was Geronimo in a Past Life might someday meet other people who were also Geronimo.

This phenomenon has been attributed to the existence of parallel realities, Temporal Rifts, Deja-Vu, or just the capricious nature of Fate. Whatever its cause or causes, it is referred to by phenomenonalists as The Past Life Paradox.



Hot time at the 1993 Napoleon Past Life Paradox Convention.

INSTANT KARMA POINTS

In the PANDEMONIUM game, the rewards for service in the line of duty are money ($) and Instant Karma. The former is self-explanatory; the latter is measured in increments known as Instant Karma points.

In PANDEMONIUM terms, Karma equates to wisdom, experience, luck, and knowledge — what is commonly referred to as good Karma. The more Karma a character accumulates, the wiser and more fortunate he or she will be. In the E-Z Rules version of PANDEMONIUM all beginning characters start with 5 points of Instant Karma.

EARNING INSTANT KARMA POINTS

P.I.s earn a total of *five* Instant Karma Points for every Story that they successfully complete. Instant Karma points can also be earned by performing acts of derring-do, exhibiting ingenuity, or performing a good deed or service of any sort. Each accomplishment of this sort earns 1 point of Instant Karma. Be sure to add all the Instant Karma points that you earn to your Karma total as shown on your Character Sheet.

INSTANT KARMA POINTS — COLLECT 'EM AND TRADE 'EM

Instant Karma points have no material worth in the Mundane world, but are nonetheless quite valuable. Accumulated points can be used to influence Fate die rolls (called Cheating Fate) in the favor of the Investigator or a designated recipient, increase ability ratings, or (in the Very Complicated game only) to acquire additional Hobbies. Karma points can also be used to Cheat Death (see Injuries and Healing, later in this section), so don't waste them on just anything.

CHEATING FATE

True, Fate may be inexorable, but there are still a few loopholes in the cosmic master plan that can be exploited by the smart P.I. For instance, it's possible to improve the chances of success for any action by spending Instant Karma points. For every point spent, the beneficiary gets to add a *bonus* of +1 to the Fate Table die roll .

In the E-Z Rules version of PANDEMONIUM, the maximum amount of Instant Karma points that can be spent on a given action is *three*, yielding a maximum bonus of +3. There is no limit to the number of times that one can Cheat Fate in a given day, week, month, millennium, or whatever. Well, *almost* no limit — you can't use more points than you have. This might seem obvious to most people, but where some players are concerned you can never be too sure...

Trying to Cheat Fate.

INCREASING ABILITY RATINGS

Once a P.I. has accumulated a total of 10 Instant Karma points, he, she, or it can cash the points in and increase any single Mundane Profession, Hobby, Paranormal Talent, or Phobia rating by +1. The 10 points are permanently subtracted from the character's total, and the new ability rating noted on the Character Card. Past Life abilities can also be improved up to a maximum of +3, but at a cost of 20 points of Instant Karma.

Pretty E-Z, wouldn't you say? Of course, there's a catch: in the E-Z Rules version of PANDEMONIUM no ability can be raised above +3. Also, you can't increase a character's Attribute ratings at all.

FEDERAL RESERVE NOTE
THE UNITED STATES OF AMERICA
THIS NOTE IS LEGAL TENDER FOR ALL DEBTS, PUBLIC AND PRIVATE
B 75543281 C
WASHINGTON, D.C.
B 75543281 C
ONE DOLLAR

One of the benefits of being a P.I.

MONEY

The most tangible benefit of working as a Paranormal Investigator is money. All P.I.s get paid a salary of $200 per week, plus a bonus for every notable Story that the Editor decides to publish. Hey, it's not much, but it's a living (sort of).

The amount of bonus money that an Editor is authorized to pay for a Story is based on the type of Story being investigated, and its ability to increase the Tabloid's circulation. Headline and Front Page Stories pay the most (up to $350), particularly Stories about Elvis, which sell a lot of papers. Human Interest Stories are always in demand in the tabloids, and command a bonus of $100. Features bring in $50, while dreaded Fillers aren't worth a plugged nickel.

P.I.s can use the money that they earn to buy additional equipment, bribe informants, pay their bail after they get in trouble with the local authorities, or whatever they like.

COMBAT

Enlightened P.I.s know that violence never solves anything. On the other hand, a little "knuckles and know-how" can come in handy when more Enlightened methods fail to achieve the desired result. The following is a brief overview of how to handle Combat in the PANDEMONIUM game:

• Check your Character Card to see if your P.I. has a specific combat ability, Paranormal Talent, or a Hobby such as Boxing, Martial Arts, etc. If so, you can use this ability anytime you're in a combat situation.

• If your character has no specific combat ability, you can still use your Body rating for basic combat action such as punching, kicking, and grappling. You can also use your Body rating for any action related to agility, reflexes, or speed — for example, trying to avoid an attack, dodging a thrown object, or running like hell from that group of Satanic Cultists.

• Declare your character's Specific Intent (see below, Stating Intent).

• Choose the best possible ability for the action your character is going to attempt, then roll on the Fate Table. The Editor will provide the results.

STATING INTENT IN COMBAT

Before attempting any combat-related action you must first state the character's specific intent — that is, what exactly is your character trying to do? To do so you'll need to choose one of the three basic types of combat (see next page), then tell the Editor the specific tactic that will be used.

TYPES OF COMBAT & TACTICS

The three basic types of combat, and the specific tactics related to each, are as follows:

INJURE

The most common and least Enlightened combat intent. The object is to hurt, and possibly kill, the opponent. Specific tactics run the gamut from punching and kicking to the use of knives, handguns, grenades, bombs, and certain types of Paranormal Talents.

RESTRAIN

The intent here is to hold or capture the opponent, rather than to cause injury. Specific tactics include everything from grappling and wrestling to tackling, using a lasso or net, setting a trap or snare, and certain types of Paranormal Talents. Unlike in real life, Restrain attacks never cause injuries.

SPECIAL EFFECTS

The most dramatic of the three, this is the type of combat that you see in the movies, on TV, and in comic books. The list of specific tactics includes such classics as knock-outs, acrobatic maneuvers, spectacular escapes, creating diversions, and other acts of derring-do. Most Special Effects do not cause injuries. But they sure do look great.

Ask your Editor to explain how each Combat option works and what it does.

AVOIDING AN ATTACK

After reading the last section you'll probably be relieved to know that in PANDEMONIUM, it's possible to try to avoid an attack by hiding, taking cover, or just running for your life like a craven coward.

If your character decides to hide or take cover, tell the Editor that this is your intent. The Editor will let you know if this is an option or just wishful thinking.

INJURIES

The profession of P.I. is not for the faint at heart. Sooner or later, your character will probably be injured in the line of duty. If it happens, don't panic. Keep track of your character's injuries by deducting Injury Points from the character's Attribute ratings — physical injuries are deducted from the Body rating, mental injuries from Mind rating, and spiritual injuries from Spirit rating. Sounds pretty logical, no?

HEALING

Most injuries can be healed, as long as the proper treatment is available in time. If your character receives healing after being injured, restore the number of Injury Points healed by adding them to the appropriate Attribute rating. Remember that a character's Attributes can't be raised above their original ratings. Once the character's Attributes have been raised back up to their normal ratings, the character will be returned to full health.

DEATH IN THE GAME

Even in the E-Z Rules version of PANDEMONIUM, death never takes a holiday, or even a coffee break. So it is that characters may face death whenever any one of the following occurs:

• **Body rating falls to -10 or below:** the character lapses into a coma and faces the potential death of his, her, or its physical form. Unless the character suffered a severe head injury the Mind will still function for as long as the character remains alive, as will the Spirit (though it will be preparing to leave the body en route to its next incarnation). If the character recovers by Cheating Death, a Near Death Experience (NDE) will result, after which the character will return to life. If no recovery occurs, it's time to read the Reincarnation rules.

• **Mind rating falls to -10 or below:** the character is unconscious, and in a catatonic state. Autonomic functions (breathing, circulation, digestion) continue as normal, though the character will not regain consciousness until Mind Rating is restored to -9 or greater.

• **Spirit rating falls to -10 or below:** the Spirit is immortal, and cannot die. However, if this occurs the silver cord that connects the Body and Mind to the Spirit will be severed, causing the Spirit to leave the Body and drift into a part of the astral plane known as Limbo. If the character's Spirit rating is restored to -9 or greater within 24 hours, the Spirit returns to the Body. If not, it's Reincarnation time.

Note that noncorporeal, amoral, and/or "soulless" entities such as demons, malign spirits, and vampires can have negative Spirit ratings.

IF ALL ELSE FAILS

Even if it looks like your character is about to go the way of the dinosaurs, don't panic. You still have a chance to Cheat Death by cashing in some of those Instant Karma points you've (hopefully) been saving. And even if your character doesn't pull through, you can always Reincarnate and get right back into the game in a new persona. Ask your Editor for details.

REINCARNATION AND YOUR CHARACTER

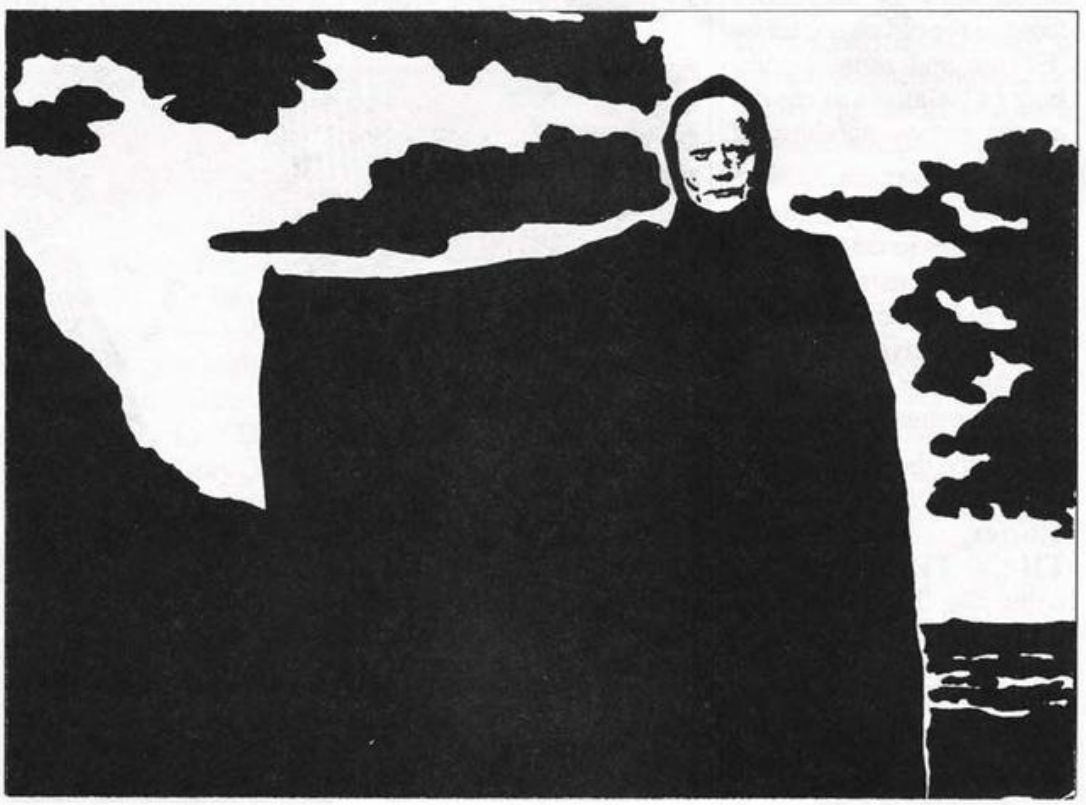
If your character "buys the farm" during the course of the game you'll want to get Reincarnated. In the PANDEMONIUM game, this is a piece of cake.

If you're using the E-Z rules, just choose a new pregenerated and predestined Character, take out the corresponding Character Card from the back of this book, and spend a minute familiarizing yourself with the new character's abilities and personal information.

Add your former (now, alas, deceased) character's name to the list of the new character's Past Lives. Then choose one of the former character's abilities for a Past Life trait, and add that to the Character Sheet along with the late character's other Past Life (or Lives) and current Instant Karma Point total.

Like all Past Life abilities the ability to recall this Past Life starts at 0, and can be improved by spending Instant Karma points, if you want.

When you've completed the above preparations, your new character will be ready to enter the game. Consult with the Editor to find out under what circumstances this will occur, and you'll be back in business.



Time to roll on the Fate Table.

MORE E-Z CHARACTERS

After you've played PANDEMONIUM for awhile and the P.I.s have gone through a few Reincarnations you may find that your group has run out of pre-generated and predestined Characters. If so, there's no reason to panic. Stay calm, take a deep breath, and read the following list of suggestions on how to get more Characters.

1. Recycle an old character. Use the same stats and abilities but give the character a new name. An easy way to do this is to tell the Editor that the recycled character is the son, daughter, brother, sister, identical twin (a tabloid favorite), or relative of the late character. The recycled character could even inherit some of the possessions of the old character — Editors and money-grubbing EC relatives of the deceased notwithstanding, of course.

2. Use the Very Complicated Rules to create a new character from scratch. Its not as E-Z as the first option, but some players may feel that desperate times call for desperate measures.

3. Buy the new anthology of PANDEMONIUM Stories, **STRANGER THAN TRUTH: Tales from the Tabloids**, from Atlas Games, which contains several new and exciting ready-to-play Character Cards.

Like the way we slipped that in there?

TIPS FOR PARANORMAL INVESTIGATORS

• As a Paranormal Investigator, your job is to get the Story, no matter what obstacles may stand in your way. While its not your responsibility to save the world, if that's what it takes to get your Story, you'll do it. Hey, are you going to let a bunch of drug-crazed Satanic Cultists or hostile aliens stop you? I think not.

It's a weird job, but somebody has to do it. And that somebody is you.

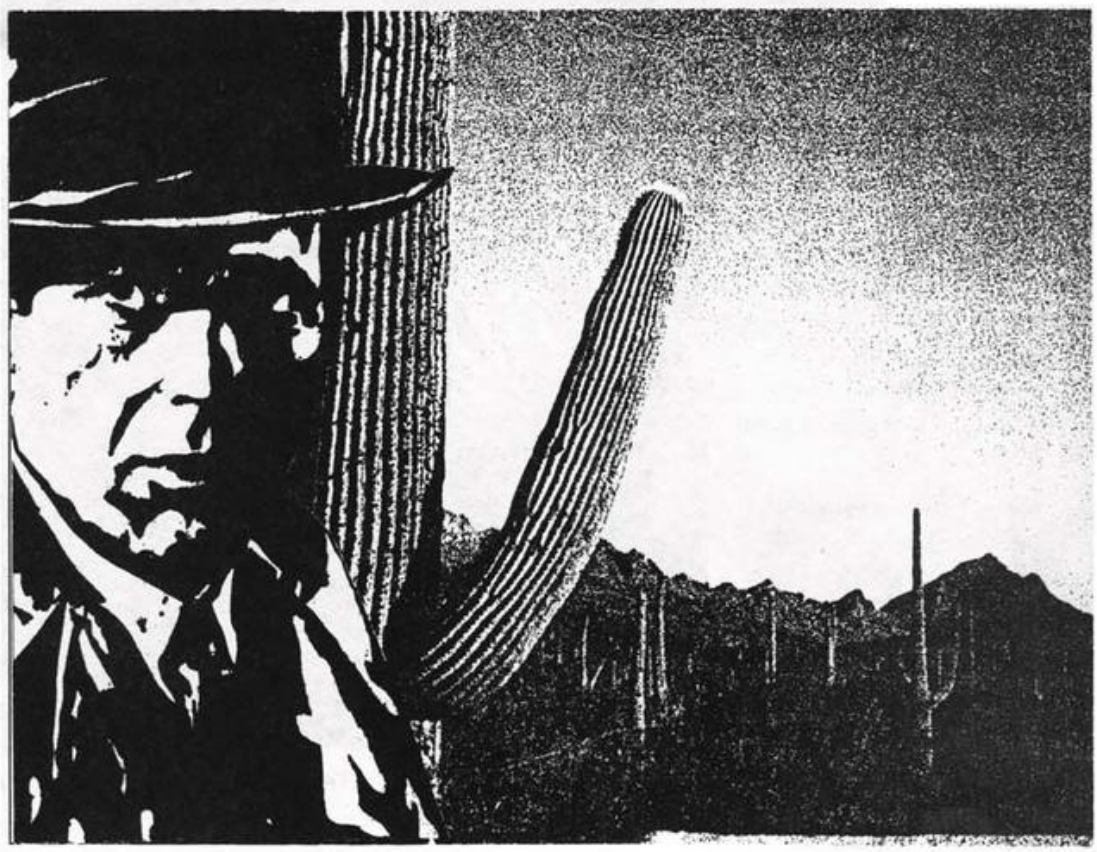
• Be prepared for any and all contingencies. Smart P.I.s never go anywhere without an assortment of useful items, from voodoo luck charms to their trusty Vampire Protection Kits and Signal/Decoder Rings. Sure, it's a pain carrying that Orgone Accumulator around in the trunk of your car, but you never know when you're going to need it.

• Remain alert at all times. Work in small groups of trusted companions and stick together. Other operatives may be in your space. It's a good idea to find out whether they're "friendlies" or "hostiles" before jumping to conclusions. The P.I. codeword, used whenever hostile entities have been spotted, is: "INCOMING!"

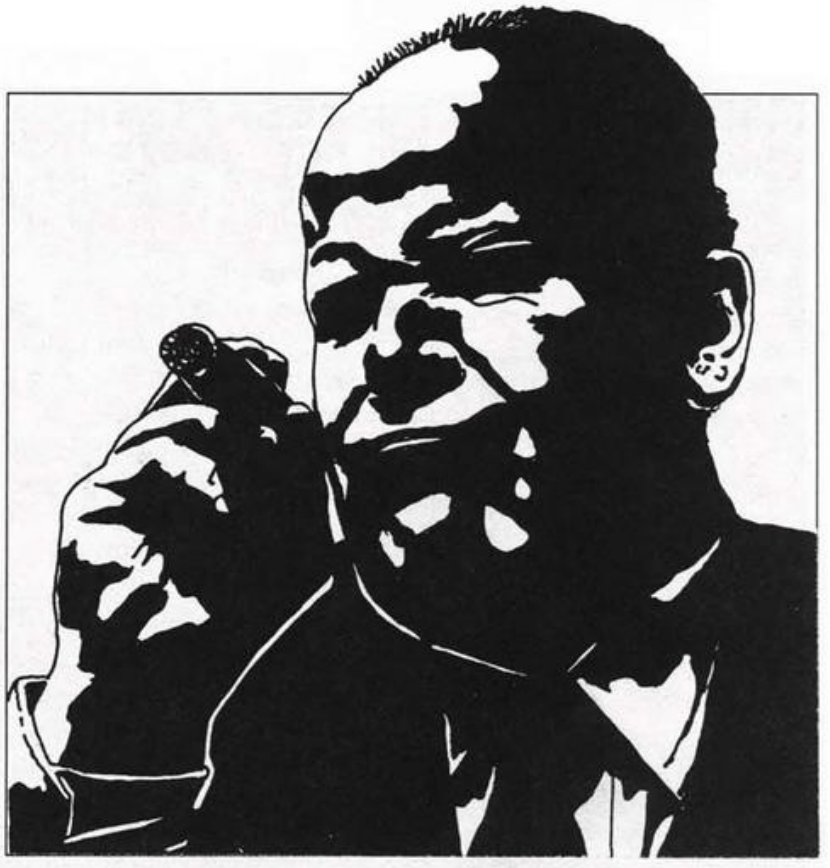
• Paranormal Talents and Past Lives are useful, but don't forget about your Mundane Profession. It can come in handy when dealing with other Mundanes, which you'll have to do on occasion, and with the Mundane world in general.

• In PANDEMONIUM, combat can be lethal. Enlightened P.I.s shun senseless or gratuitous violence in favor of diplomacy, negotiation, or — discretion being the better part of valor — a strategic withdrawal. Use your wits, and don't be afraid to improvise. If all else fails, run like hell. Even if your character meets with an untimely end, don't worry. A quick Reincarnation and you'll be back in the game!

That's all players will need to know for now. Spend a few minutes checking over your Character Card, then get ready to play the Introductory Story.



E-Z RULES FOR THE EDITOR



The following section is included for the benefit of the Editor. All non-Editors should vacate the premises at once, or suffer the loss of several Instant Karma Points. Go on now, take a hike.

Okay Editors, now that we're alone it's safe to talk, So here's the inside scoop on what you need to know...

THE JOB OF EDITOR

In PANDEMONIUM, the Editor's job is to serve as a combination of referee (or gamemaster), director, and character actor. The position can be equated with that of a benign dictatorship — minus the attendant cult of personality, unless the Editor is a real megalomaniac. In short, the Editor is the final authority on all matters pertaining to the game.

As referee, it's the Editor's responsibility to make sure that players understand and follow the rules of the game. With our patented E-Z Rules system, this part of the job is a snap. In PANDEMONIUM, all actions can be resolved with a single die roll. Hey, we don't call 'em E-Z Rules for nothing...

As director, the Editor assigns Stories for the P.I.s to investigate, and sets the stage for what will follow. The first adventure your group will play, the Introductory Story, has already been provided by the munificent makers of this game so that you don't have to worry about how to get started (you're welcome).

Of course, after you've played the Introductory Story you'll need to create your own Stories (or buy some more from us — heh heh). But that's no problem, thanks to that handy little device known as the PANDEMONIUM Instant Story Generator™ (described on page 43).

Finally, as character actor, it's the Editor's job to roleplay the part of every Mundane, Enlightened, or two-bit character that the P.I.s run into during the course of their investigations—a piece of cake, for an Enlightened person like you.

So read the rules, check over the Introductory Story, and start acting like an Editor. Hey, it's not a job, it's an adventure.

ACTIONS AND THE FATE TABLE

All actions in the game are determined by rolling a ten-sided die and consulting the Fate Table to find out the result. This system is far superior to other games that rely on random die rolls for this purpose. That's because actions in PANDEMONIUM are not random — they are "decreed by Fate".

At least that's what Editors can tell their players when things don't work out the way they planned...

USING THE FATE TABLE

To use the Fate Table follow this E-Z formula:

1. Determine the type of ability being used (Mundane Profession, Paranormal Talent, Past Life, Hobby) and check its numerical rating. If the individual has no specific ability that would cover the attempted action, you may substitute a generic Attribute (Body, Mind, or Spirit) instead. If there is no suitable substitute then the action should be disallowed.

2. Briefly describe the nature and intent of the action that is to be attempted.

3. Roll a d10 and add the appropriate numerical ability rating to the result.

4. The Editor checks this figure against the Fate Table. Using a bit of Editorial license, the Editor then describes the result of the attempted action.

That's it. How could anything be E-Z-er?

THE FATE TABLE

ACTION SUM	RESULT
1 or LESS	Total Screw-Up — your inept blundering results in the worst possible consequences.
2-5	Forget about it. Pathetic. Don't even ask.
6	Just made it — a close call, possibly with some minor difficulties, but you did it.
7-9	Successful action; the higher the number, the better the result.
10 or MORE	Excellent result! Your expertise results in the best possible consequences.

ABOUT THE FATE TABLE

This is the table you compare the results of all action attempts to. The "Action Sum" is the total of die roll and relevant attribute or ability, if any. Consult the Fate Table to determine how successful the attempted action turns out to be.

EXAMPLE: USING THE FATE TABLE

The Situation: The P.I., Che LaVie, goes to Las Vegas to investigate a Story about Rover, a talking dog who has found fame and fortune as a financial advisor. Not exactly Front Page news, but it's the kind of stuff that tabloid readers love.

Rover has agreed to an interview thinking that Che is a reporter for the Wall Street Journal; he's a bit of a snob, and has a low opinion of the tabloids. The minute Che walks in Rover gets suspicious and hits her with a tough question about government accounting practices.

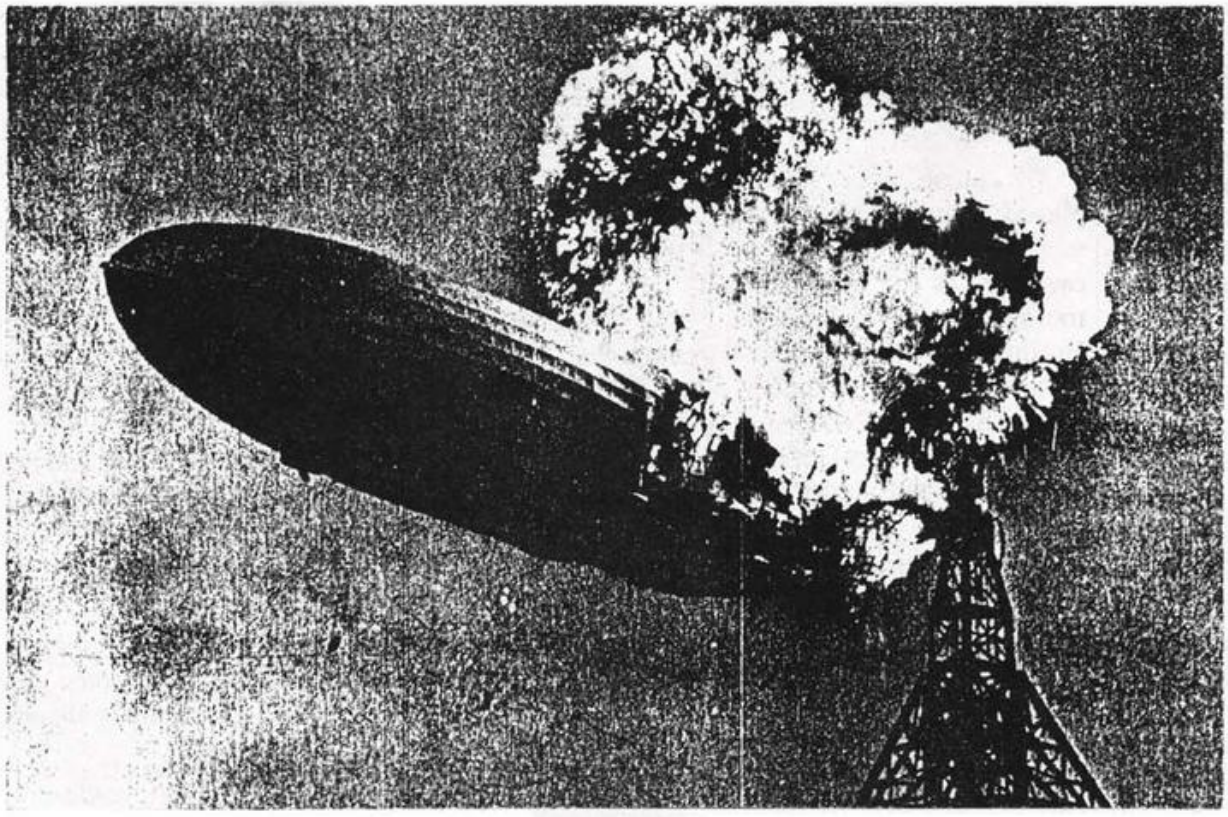
Che is in a jam — none of her abilities relate to this question. Fortunately, the Editor is on the ball and says that Che can substitute her character's Mind attribute instead. This reflects the chance that Che has seen and remembered this information from a real news source.

Che: "I rack my brains for the answer to Rover's question. I think I remember seeing a budget discussion on CNN as I was flipping the remote looking for a documentary on Bigfoot."

Procedure: Che's player rolls a 9 and adds her Mind attribute, 3, for a total of 12. Consulting the Fate Table the Editor sees that Che's action results in a stunning success.

Resolution: The Editor narrates the result: "Che surprises even herself with her stunning command of the distinctions between the social security system, which is often described as a trust fund, and your standard trust fund.

Rover perks up his ears, nods thoughtfully, and begins a long dissertation about the nation's financial problems. He seems to have bought her cover completely."



A screw-up.

SCREWING-UP: THE E-Z RULES VERSION

In the E-Z Rules a natural roll of "1" is always a Screw-Up, regardless of what the Action Sum total is.

This is but one more example of that immutable rule of the cosmos popularly known as "Murphy's Law", which states that, "Anything That Can Go Wrong Will Go Wrong".

USING EDITORIAL LICENSE

As the Editor it's your job to interpret Fate Table results in a way that is both informative and entertaining. Don't just say something like "You get an Excellent Result" or "You Screw-Up." Take into account the prevailing circumstances, imagine how the situation might play out in the movies or on TV, then decribe the action.

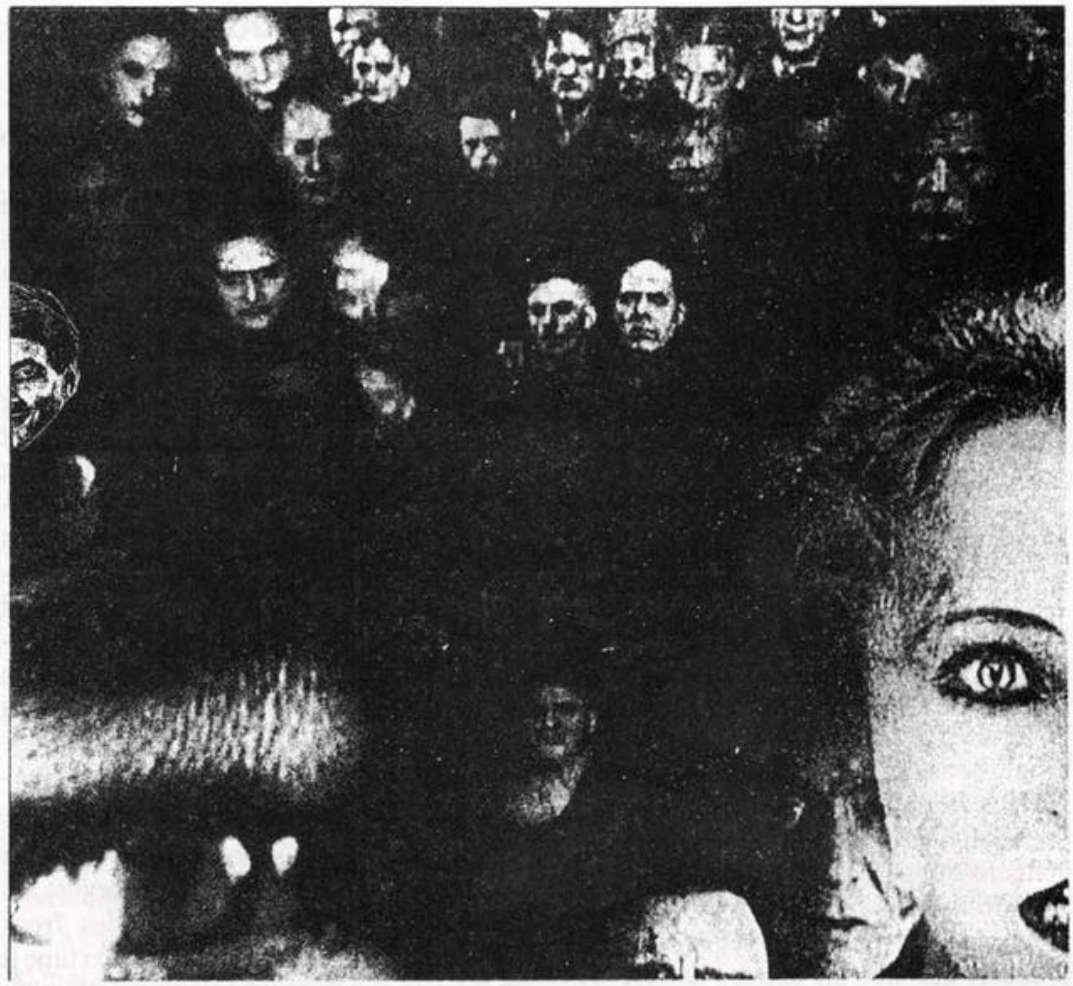
For example, a Screwed-Up attempt to leap onto a passing truck might lead to an embarrassing fall — the character's sleeve might get caught on a bumper, or his foot could get run over. A Screw-Up in the middle of a fist fight could mean that the attacker threw a wild punch that hits one of his own buddies, a nearby cop, or the solid brick wall just behind the guy he was trying to hit.

You get the idea.

EXAMPLE: USING EDITORIAL LICENSE

The Situation: Having filed her talking dog Story, P.I. Che LaVie, is hot on the trail of a Story regarding a reported Elvis sighting. Arriving in a small mid-western town she encounters a Mundane gas station attendant whom she believes may be concealing important information.

When her attempts to question him get nowhere, she decides to try another method.



Che: "I think this guy knows more than he's willing to let on, so I'm going to try to read his thoughts using my Paranormal Talent, Mind Reading. By the way, my rating for this Talent is +3."

Editor: "Good for you. Roll the die and let's see what happens."

Procedure: Che rolls her d10 and gets a 2; with her Mind Reading rating of +3 the *Action Sum* equals 5. A quick glance at the Fate Table shows that Che's attempt was unsuccessful. A little Editorial license yields the following *Resolution*:

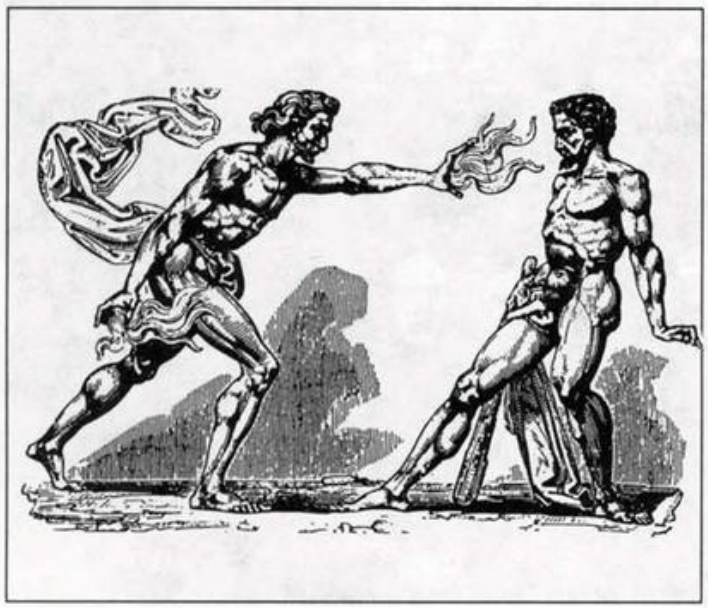
Editor: "The gas station attendant's thoughts are currently focused on a song — you recognize it as the theme to the movie, 'Viva Las Vegas'. He is humming the song over and over and over in his head, so loudly that you can't break through to his subconscious mind."

EDITOR CHARACTER (EC) ATTRIBUTES AND ABILITIES

In the Encyclopedia Paranormal the Editor will find a selection of individuals and creatures that the P.I.s may encounter during the course of their careers. All are suitable for use as Editor Characters, or ECs for short. The game stats and descriptions in this section are intended to depict an "average" member of the group, race, or cult being portrayed.

Sharp-eyed Editors will note that some stats are expressed as a range, such as "0-3", "3-8", etc. If you're playing the E-Z Rules version of PANDEMONIUM, use the lower numerical ratings to represent most of your ECs — if no lower rating is provided it means that the high stat is necessary to portray a super-human ability, and should be used as is.

Later on, after the P.I.s have had some experience in the field, the Editor can use the higher stats to create more challenging ECs.



USING ABILITIES

In theory, using abilities should be as simple as rolling a d10, adding the rating for the ability being employed, and consulting the Fate Table to find out what happened. In practice, your players will probably question the extent of their character's abilities, trying to find out what they can and cannot do.

The following guidelines should help you answer some of those questions.

BODY

Anything of a physical nature, including running, dodging, lifting, climbing, breaking free of physical Restraint, tests of endurance, resisting disease or exposure, etc. Body rating can also be used for "generic" combat maneuvers like punching, kicking, grappling, etc.

MIND

Anything of an intellectual nature, including comprehension, memorization, mental endurance, intuition, mental stability; also includes the ability to process information perceived through the senses (touch, taste, smell, hearing, sight).

SPIRIT

Anything of a spiritual nature, including the will to live, spiritual strength and endurance, the ability to resist temptation or coercion, willpower, etc.

MUNDANE PROFESSION

Anything that a member of that profession can do. This includes all job-related skills, familiarity with tools of the trade and professional terminology, contacts within the profession, etc.

HOBBIES

Anything that a hobbyist of that type can do. This includes specialized skills and talents related to the Hobby, contacts with others who have similar interests, fluency in the particular jargon of fellow hobbyists, etc.

PARANORMAL TALENTS

Allows one to do anything encompassed within the description of the particular Talent, as described in the Paranormal Talents section of the Encyclopedia Paranormal in this book.

PAST LIVES

Limited to the ability or abilities ascribed to that Past Life, as described in the Past Lives section of the Encyclopedia Paranormal, in this book. The abilities of famous Past Lives are rated at +10, meaning that in the E-Z Rules these talents always work unless the player rolls a 1. However, in order to use any Past Life ability a character must first recall it.

If successful, the Past Life recollection lasts for just ten minutes, then fades from memory until the next time it is used (see the following example). Also, remember that on a roll of 1 the character reverts to Past Life consciousness but cannot use any Past Life ability.

EXAMPLE: RECALLING A PAST LIFE

Henry Yakamoto and his fellow P.I.s find themselves trapped in a peculiar type of paranormal phenomenon known as a Deja Vu Time Loop. If they can't find their way out they'll be doomed to repeat the same recurring half-hour segment of time forever, like a bad episode of Star Trek.

Fortunately, Henry was Einstein in his Past Life. If he can recall his Past Life he can try to apply Einstein's knowledge of the Theory of Relativity to find a way out of the Time Loop.

The player running the Henry character rolls a d10 against the Fate Table and gets a 6. Since he has no bonus for this ability, the Action Sum is the same as the die roll. Checking the Fate Table the Editor sees that Henry is able to recall his Past Life, though with an Action Sum of just 6 he just made it. The Editor tells the player who's running Henry that his character's IQ goes up about 50 points, he suddenly starts speaking with a slight German accent, and he gains complete comprehension of the Theory of Relativity — which, after all, he devised in his Past Life.

Henry has ten minutes to figure out how to get out of the Time Loop before the recollection fades. Normally, this would be a snap for Einstein. However, since Henry's Action Sum was just 6 the Editor says that it takes Henry over nine minutes to complete the complex computations required to find a way out of the Loop.

With less than a minute remaining Henry rolls a d10 against the Fate Table, adding the +10 rating for Einstein's intellect. He gets a 2, yielding a total Action Sum of +12 — a most Excellent Result. Henry leads his pals out of the Deja Vu Time Loop just before the ten minutes are up and his recollection of Einstein begins to fade until the next time he uses this Paranormal Talent.

COMBAT

In a perfect world, no one would ever have to force anybody to do anything. But in the weird and dangerous world of PANDEMONIUM, P.I.s must sometimes risk their lives to fight for truth, justice, and a good scoop. When plotting Stories, the Editor should remember that a little fighting goes a long way. Don't forget to include lots of character interaction, mystery solving, and negotiation in your Stories, too.

In PANDEMONIUM, Combat is just like any other action: the attacker states the intent, rolls a d10, and adds the appropriate ability rating to the die result. The Editor consults the Fate Table and describes the effect of the action. This single die roll tells you how effective the attack was, and how badly it injured the opponent.

Nothing could be E-Z-er, right? Well, almost. Even in the E-Z version of PANDEMONIUM, there are a few minor details to consider, as follows:

DECLARING INTENT IN COMBAT

Before rolling on the Fate Table the attacker must first indicate whether the attack is to be directed against the opponent's Body, Mind, or Spirit. Also be sure to mention the type of Combat being used and the tactic to be employed — in other words, the Specific Intent.

TYPES OF COMBAT & TACTICS

The following is a description of the three basic types of combat and the corresponding rules for each.

1. INJURE

The attacker is trying to do maximum harm to his victim's Body, Mind, or Spirit; typically, with the intent to either kill or maim. Enlightened individuals like the P.I.s generally resort to this radical measure only if there is no other recourse, and for good reason. While a P.I. may not end up on murder charges for knocking off aliens or vampires, the murderan actual, living human is certain to have legal consequences.

As Editor, it's your duty to make sure that your players understand the possible ramifications of their characters' actions. Don't be afraid to remind them that they're supposed to be Enlightened.

When attempting to Injure an opponent the attacker rolls against the Fate Table, using Body rating, a specific combat ability, or a Paranormal Talent, as desired. The Action Sum indicates the number of Injury Points caused by the attack, as follows:

COMBAT DAMAGE TABLE

ACTION SUM	RESULT
5 or LESS	None.
6	1 point (known in the P.I. biz as "just a flesh wound")
7	2 points
8	3 points
9	4 points
10	5 points
11	6 points
etc.	

Remember that Injury Points are subtracted from the victim's relevant attribute (Body, Mind, or Spirit, according to the type of attack employed).

FIGURING COMBAT DAMAGE: A HANDY SHORT-CUT

Clever Editors will no doubt have noticed that the number of Injury Points caused by any attack is equal to the Action Sum minus 5. How's that for E-Z Rules?

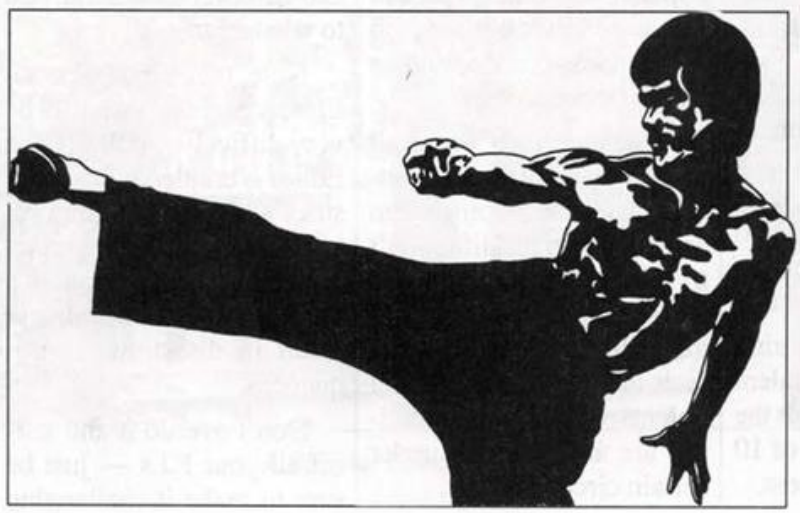
EXAMPLE: ATTACKING TO INJURE

Any attack that is intended to do physical, mental, or spiritual harm can most definitely be hazardous to your health. Here's an example.

The Situation: P.I. Jane Woskanian is buying a ticket to an Elvis impersonator show in Vegas when she realizes the guy in the booth is the Deranged Serial Killer that she has been looking for. She panics, and her expression tells the Killer that he's been exposed. Before she can react the Deranged Serial Killer reaches under the cash drawer, draws a gun, and fires.

Procedure: The Editor, playing the part of the Deranged Serial Killer EC, rolls a d10 and adds +2 for the Killer's handgun ability. The die roll is a 4, for an Action Sum total of 6.

Resolution: The Editor tells Jane's player that she's been shot, and must deduct 1 point from her Body rating — fortunately, its just a flesh wound, and Jane will be okay.



2. RESTRAIN

The attacker is attempting to control or restrain the opponent's Body, Mind, or Spirit. To do so the attacker rolls against the Fate table using Body Attribute, a self-defense type skill (Judo, for example), or a Paranormal Talent, as desired.

If more than one attacker is attempting to Restrain an opponent, each can roll separately, or they can add ability ratings of a similar type (physical, mental, or spiritual) together and combine them in a single attack.

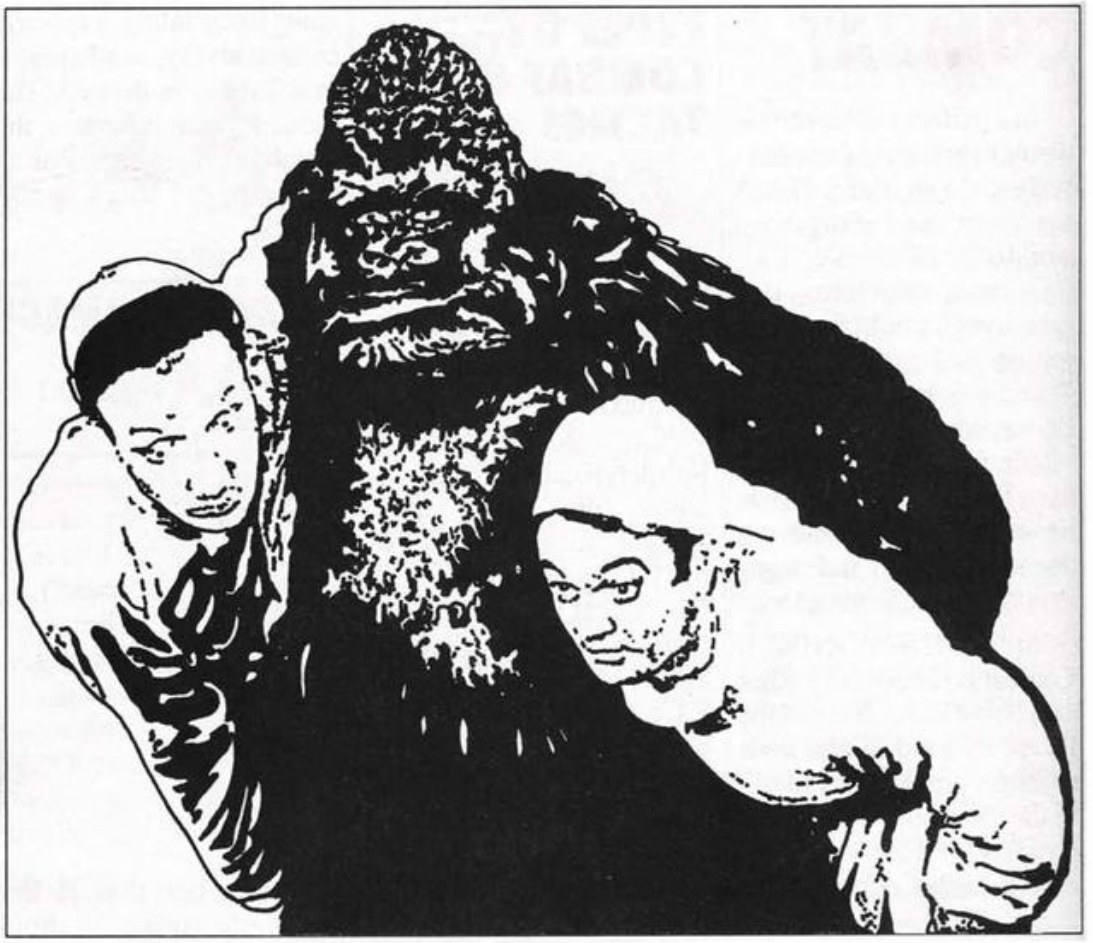
If the Action Sum equals 6-9 the opponent is Restrained, but can attempt to escape on the next Turn (roll against the Fate table, using applicable Attribute or ability). On a roll of 10+, the opponent is Restrained but has no chance to escape.

Note that unlike in real life, Restrain attacks never cause Injuries.

EXAMPLE: ATTACKING TO RESTRAIN

The Situation: Its Jane's turn to counterattack against the Deranged Serial Killer. She doesn't have a weapon, but she does have the Psychic Assault Paranormal Talent. Her player announces that Jane is going to attack the Serial Killer's Mind, hoping to Restrain it in a Mind Maze so that she can slip into the booth and disarm him.

Procedure: Jane's rating for the Psychic Assault talent is 1. She rolls a 9 and adds the +1, for an Action Sum of 10 — an unqualified success.



A successful Restraint

Resolution: The attack effectively Restrains the Serial Killer's Mind, enabling Jane to enter the booth and start tying him up.

3. SPECIAL EFFECTS

The attacker is attempting a maneuver of the type that one generally only sees in the movies, on TV, and in comic books.

Special Effects cover all sorts of things that only stuntmen and stunt-women can actually do in real life (don't try this at home, kids...), and are usually physical in nature. However, Special Effects that utilize Paranormal Talents or other types of abilities are also possible under certain circumstances.

To attempt a Special Effect the player must first tell the Editor what he or she is trying to accomplish, then roll against the Fate Table using whatever ability is most appropriate. The Action Sum indicates whether the Special Effect is successful, and to what degree.

Note that since Special Effects are supposed to be very difficult to pull off, the Editor is entitled to be more strict when adjudicating results. For example, Screwing-Up while attempting a Special Effect should *always* result in disastrous consequences.

Don't overdo it and kill-off all your P.I.s — just be sure to make it challenging or the P.I.s will use Special Effects all the time.

The following is a list of some of the most popular types of Special Effects and how to handle them in the game:

• **Knock-Out:** the quick and clean, one-shot knock-out is a staple of the action adventure genre. If the attempt is successful the victim is rendered unconscious for one turn per every Injury Point that would have been done if the intent had been to Injure. Regardless of whether the attacker used a karate chop, a lead pipe, a 2 x 4, or anything else, a Knock-Out will only cause one Injury Point of damage. As in the movies, it's never fatal.

Upon awakening, the victim will feel somewhat groggy but will be fine in a couple of minutes — if in doubt, figure 1-10 Turnss.

Note that a Knock-Out attack can ONLY be used if the intended victim is distracted, taken by surprise, or attacked from ambush or from behind (Editor's ruling in all cases).

• **Spectacular Leap:** in real life, jumping out of a hotel window into a pool or leaping from a speeding train would either get you killed or seriously injured. Not in PANDEMONIUM — that is, as long as the leaper doesn't Screw-Up.

• **Create a Diversion:** you know this one — "You create a diversion, and the rest of us will run to safety while that group of fifty Brazilian Nazis (or whatever) is distracted." Yeah, right. Well, it's possible in PANDEMONIUM.

• **Cover Me:** run through a hail of bullets or laser beams without suffering so much as a scratch — as long as someone is covering you its possible in PANDEMONIUM.

• **Acrobatic Moves:** this category covers everything from tightwalking across an I-bea to making an impossible catch and more. As long as you can make that Fate Table die roll you're in.

EXAMPLE: A SPECIAL EFFECT

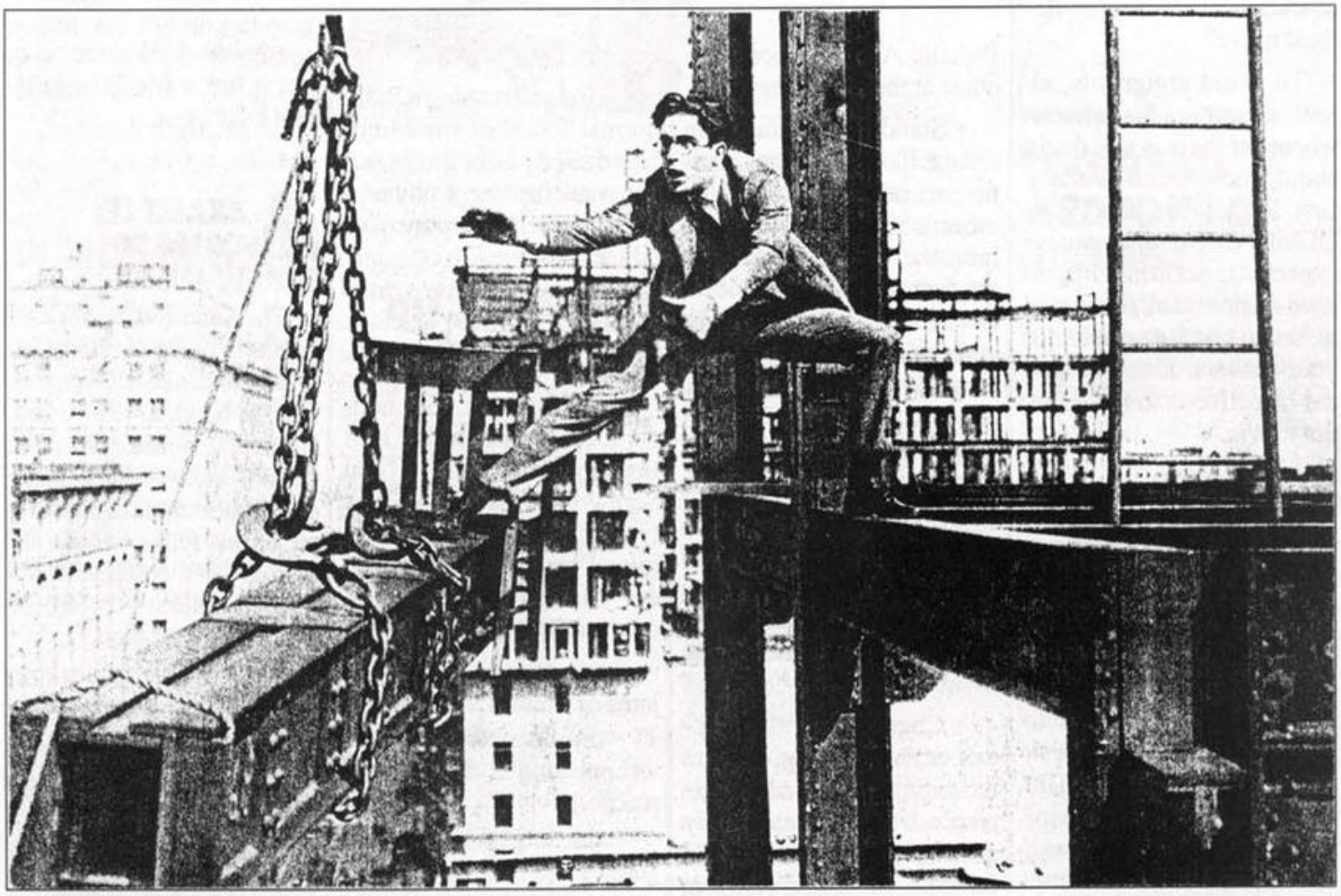
The Situation: As Jane is about to enter the ticket booth she is grabbed by a heavy-set girl who was standing in the ticket line behind her. She's angry because she's been waiting in line for an hour, and wants to know what is taking Jane so long.

Jane doesn't have time to explain — the Serial Killer may escape from her Mind Maze at any minute, and she needs to move fast. She decides that the best way to get away from this girl is to use the Special Effect option, Create a Diversion.

Thinking fast, Jane suddenly points over the girl's shoulder and shouts: "Look! It's Madonna!

Procedure: The Editor asks Jane's player to roll on the Fate Table to see if her Diversion worked. She rolls a 7 — since there is no modifier for this action, 7 is the Action Sum as well.

Resolution: The Editor tells her that the ruse worked. The girl turns around to look for Madonna, as does everyone else on line. In the resulting confusion Jane slips away unnoticed, enters the booth, and starts tying-up the Killer.



A Special Effect

WHO ATTACKS FIRST?

That's E-Z. Whoever is first to declare the intention to attack gets to roll for the first attack. If both opponents declare an attack at about the same time, both roll simultaneously. If they are both successful, both are injured simultaneously, as well.

The Editor should use common sense to decide who should get in the first blow in a fight. Visualize the relative positions of characters before the fight and judge accordingly. How much time should it reasonably take to get from the pre-fight position to the point where the character can make the desired move?

To avoid arguments, allow simultaneous attacks whenever there is any doubt about who decided to attack first. Remember, as a PANDEMONIUM Editor you are expected to act in an Enlightened manner at all times, and to set a good example for your players. Don't forget: the objective is to have fun, not to win.

SOME BASIC GUIDELINES ON WHO ATTACKS FIRST

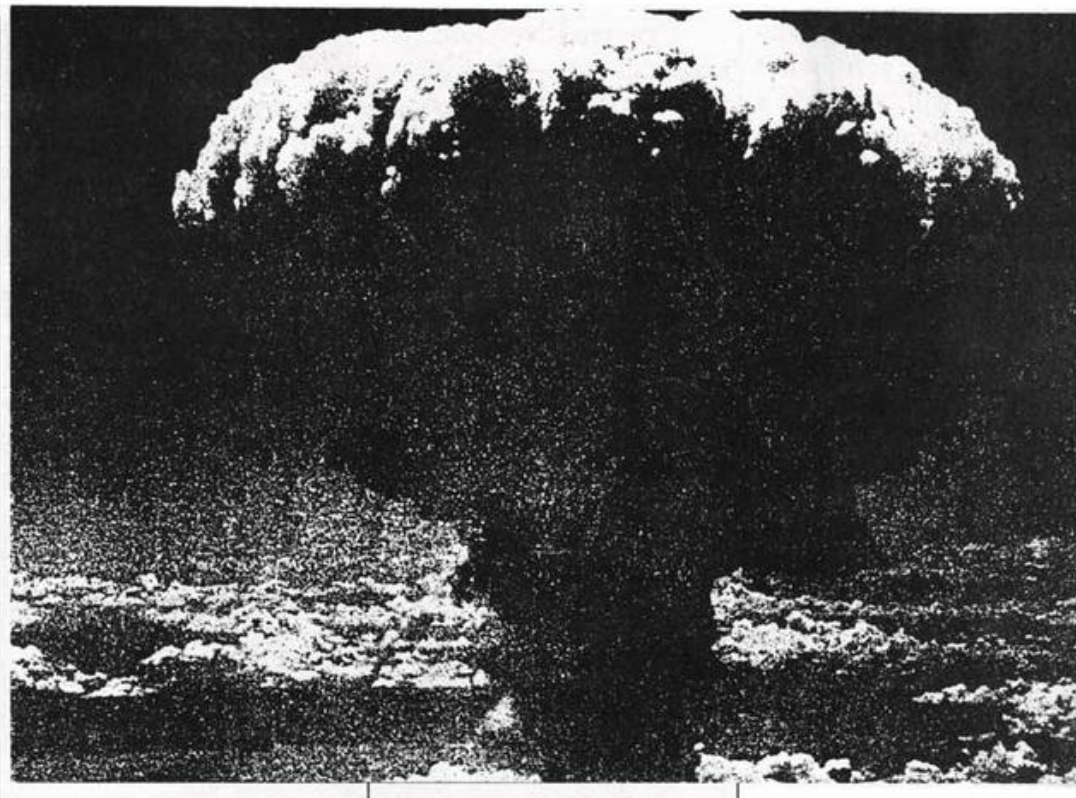
• If two characters are standing nose to nose having an argument, there is little difference between the two positions. If both decide to fight they can both attack simultaneously and suffer damage, if any, at the same time. The same thing is true if two characters both attempt to use the Paranormal Talent, Psychic Assault, upon each other at the same time.

• Standing is better than sitting. If one character is sitting at a table in a bar and the other is standing in front of him, the standing guy gets the first shot while the other clears himself of the table and chair. It's also bad to be caught lying down, squatting, or up on a ladder screwing in a light bulb. Similarly, alert is better than groggy, distracted, sleepy, etc.

• If one character takes another by surprise — say, by jumping on him from a balcony — he or she gets the first blow.

• Characters with weapons at the ready go before those who don't. For example, if the P.I. has already drawn his revolver and the Satanic Cultist has yet to pull his gun from a holster, the P.I. gets the first shot.

• Characters using a Paranormal Talent or any Mind-based ability go before opponents attempting a physical (Body-based) response of any sort.



SCREWING-UP IN COMBAT

As is the case with non-combat actions, a roll of 1 (or less) always results in a Total Screw-Up of some sort. The type of Screw-Up is determined by the Editor, based on the prevailing circumstances. Examples:

• the attacker's weapon jams or breaks...

• the attacker drops the weapon and it falls out of reach...

• the attacker trips and takes a bad fall...

• the attacker gets tangled or stuck in something....

• the attack misses so badly that it hits a friend or innocent bystander...

• etc.

EXAMPLE: COMBAT SCREW-UP

The Situation: Just as Jane begins to tie-up the Deranged Serial Killer a co-worker steps into the booth to relieve him. He's just a Mundane and doesn't know what's going on, but doesn't take kindly to seeing his fellow worker assaulted by a customer. Panicking, he picks up the Killer's gun and fires at Jane.

Procedure: The Editor rolls for his attempted attack and gets a 1 — a Screw-Up.

Resolution: Using Editorial License the Editor decides that the guy shoots himself in the foot, and passes out at the sight of his own blood. Jane got lucky that time...

COMBAT TURNS

In the E-Z rules, combat is kept as simple as possible. Time is not important except in terms of common sense — i.e., if you have to load your gun before firing and your opponent already has a loaded gun in hand, the opponent has the opportunity to beat you to the punch.

After establishing who attacks first, the opponents take Turns attacking or avoiding (sorry, you can't do both in a single Turn) Once the attacker has taken a Turn, the defender gets a Turn, then back to the attacker, and so on. This continues until one or both opponents break off combat, or are no longer able to continue fighting due to extenuating circumstances, like death.

That's all there is to it. Hey, it's not rocket science. It's a game.

AVOIDING AN ATTACK

In PANDEMONIUM, it's almost always possible for a character to try to avoid an attack by hiding, taking cover, or just running for his or her life like a craven coward. If such an option is at all feasible given the circumstances, the Editor should allow it.

In any chase situation use Body rating to determine the speed of individuals who choose to flee or pursue. Hiding or taking cover may also require speed (Body rating again), though the availability of a suitable place of concealment or cover is usually more important.

Individuals who state that it is their intent to escape or take cover must forfeit the chance to attack for that Turn. If there is no exit or no place to hide — if, say, the fight takes place in an elevator — flight is not an option. Fleeing characters aren't necessarily guaranteed that their pursuers won't chase after them, but at least it gives them a chance to escape.

EXAMPLE: AVOIDING COMBAT

The Situation: Jane is having a bad day; as soon as she's finished tying up the Serial Killer a member of the concert security staff appears on the scene, thinking that a robbery is in progress. The guy is as big as a wall and is armed with a nightstick. Realizing that her cranium is no match for the club Jane decides to take evasive maneuvers. She announces that, instead of fighting, she'll try to duck under the guy's attack and run out of the ticket booth.

Procedure: Sluggo has an ability of 3 with his club; Jane has only her Body rating of +1 to go on (it used to be +2 but she suffered 1 Injury Point earlier, remember?). Sluggo rolls a 4, so his Action Sum is 7. Jane rolls a 7 and adds the +1 for an Action Sum of 8.

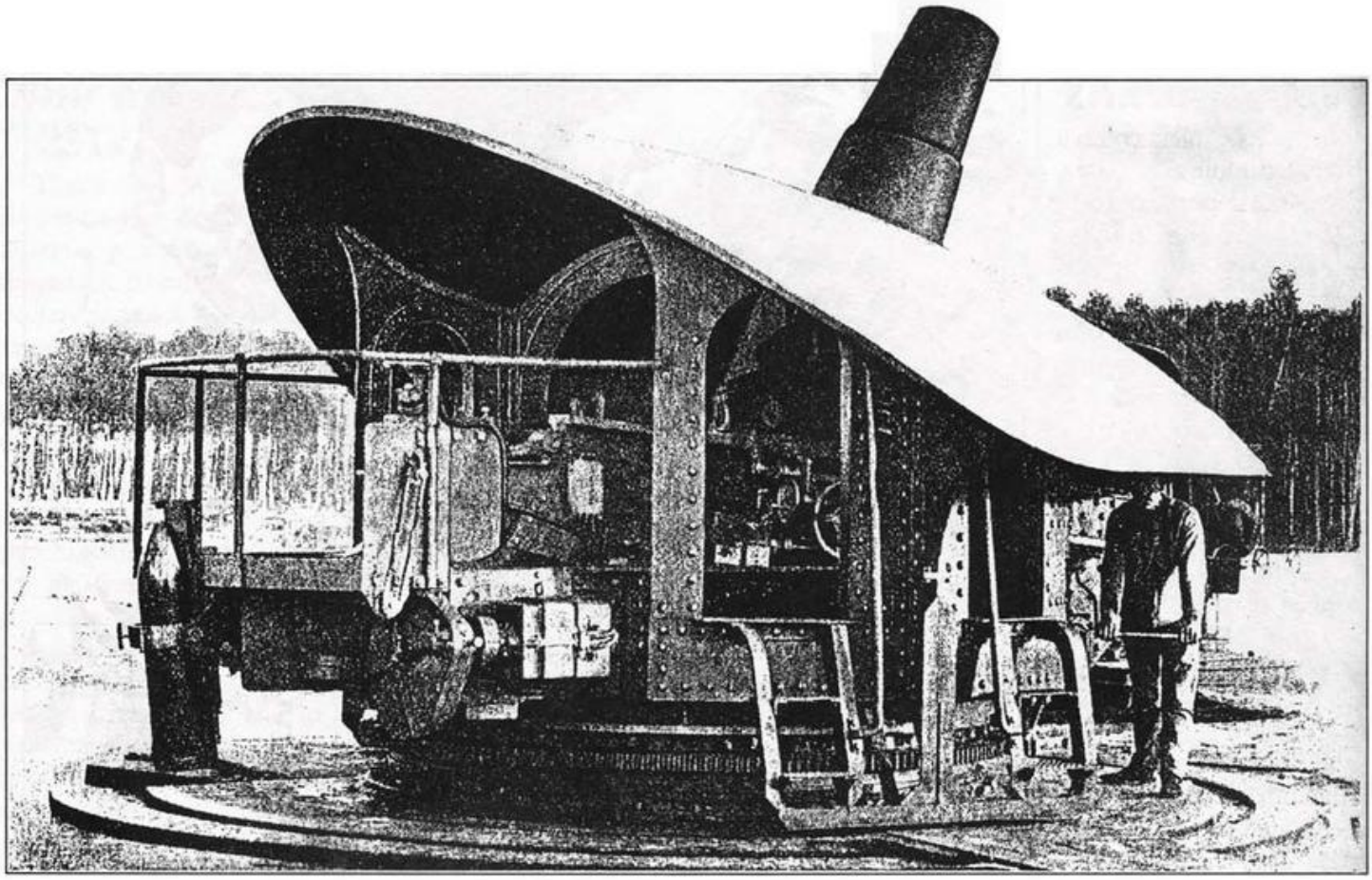
Resolution: With the higher result, Jane is able to avoid the attack and dash out of the booth. She keeps running, hoping she's faster than Sluggo and that her fellow P.I.s are somewhere nearby.

STANDARD WEAPONS & DAMAGE

Any type of weapon can be deadly in the hands of a skilled user. So it is that in the E-Z Rules version of PANDEMONIUM, all *standard* weapons have the same potential for doing damage (for game purposes the term, Standard Weapon, should be considered to include any common hand-held weapon, from knives and hand guns to fists, sticks, stones, household utensils, etc.).

The amount of damage done is determined by the skill of the user, rather than the type of weapon used.

How's that for E-Z?



A Non-Standard Weapon

NON-STANDARD WEAPONS

Non-Standard weapons include all types of high tech weaponry, alien weaponry, and such unusual items as poison gas, tranquilizer dart guns, explosive or incendiary devices, howitzers, rocket launchers, smart bombs, chain guns, guided missiles, nuclear weapons, etc.

In any case where non-standard weapons are employed the Editor may at his or her option elect to multiply the damage total by a factor of 5, 10, 20, 100, or whatever seems appropriate. This should satisfy players who are used to RPGs with high carnage factors.

Have fun, kids.

PROTECTION

In PANDEMONIUM it is sometimes possible to avoid taking injuries in combat by using the proper form of protection — i.e., the right kind of protection will keep you from taking any damage from certain types of weapons or hazards. For example:

- **Kevlar vest:** protects vs hand guns and knives
- **gas mask:** protects vs. poison gas or noxious fumes
- **toxic waste suit:** protects vs all forms of pollution and toxic waste
- **Walkman w/headphones:** protection vs Martian Mind Control.
- **alien force field:** protects vs all physical attacks.

EXAMPLE: COMBAT

The Situation: Two P.I.s are confronted by a humanoid whom they take for an alien Reptoid from Zeta Reticuli. The alien eyes the female P.I. in a decidedly rude fashion; the male P.I., feeling protective and perhaps a bit chauvinistic, decides to do something about it. His hobby is Martial Arts, so he has a specific combat skill that he can use.

Male P.I.: "That Reptoid is getting on my nerves. I decide to use a Knock-Out to stun the creep with a swift karate chop to the neck while he's preoccupied with ogling my female partner. He does have a neck, I presume?"

Editor: "Yes indeed, right below his head. Roll a d10 for your attack and add your Martial Arts rating to the result. Since he's not even looking at you, this should be a snap. In fact, you'd have to be a real spaz to miss him."

Procedure: Player rolls a d10, gets a 6, and adds his Martial Arts ability (in this case, 3). The combined total of ability and die roll = 9. The Editor consults the Fate Table and sees that the Knock-Out attack has the desired result.

Resolution: Using Editorial license, the Editor reports that the P.I. stunned the Reptoid quickly, quietly, and cleanly. The Reptoid takes ! injury point and will be unconscious for three turns.

INJURY TO BODY, MIND, OR SPIRIT

Injuries can occur to either the Body, Mind, or Spirit, depending on the type of attack or damage caused. Injury Points are deducted directly from the rating of the affected Attribute, reducing the effectiveness of that Attribute until the lost points are restored through rest or Healing.

The following section explains the various types of injuries that may be sustained to the Body, Mind, or Spirit, and their respective effects.

BODY INJURIES

Injuries to the Body include bruises, puncture wounds, cuts, burns, abrasions and contusions. Body injuries can also be caused by disease, exposure to the elements, falls, accidents, and certain types of Magic. At Body ratings of -1 to -9, the victim gets correspondingly weaker, slower, and less agile. To simulate the effects of this type of injury the Editor should have the injured character roll vs Body rating anytime the victim attempts any action of a physical nature, even of a simple sort.

If Body rating falls to -10 or below, the victim lapses into a coma and faces the potential death of his, her, or its physical form. The Mind will still function for as long as the character remains alive, but the Spirit will be preparing to leave the body en route to its next incarnation. See the rules for Cheating Death.

MIND INJURIES

Injuries to the Mind refer not so much to impact damage to the brain (that's covered by Body) but to the character's mental faculties, personality, and sense of identity.

Paranormal Talents such as Psychic Assault and Mind Control can affect the Mind, as can certain types of Magic. At Mind ratings of -1 to -9, the victim's mental faculties are correspondingly diminished. To simulate the effects of this type of injury the Editor should have the injured character roll vs Mind rating anytime the victim attempts any action of an intellectual nature (including psychic talents, memory, etc.).

If Mind rating falls to -10 or below the victim loses consciousness and falls into a catatonic state. Autonomic bodily functions (breathing, heartbeat, circulation, etc.) continue as normal, and the Spirit is capable of normal functions.

When Mind rating is restored to -9 or greater the victim regains consciousness. Psychic or Holistic Healing will be needed for a victim to recover from this type of injury.

Note that the Paranormal Talent, Psychic Assault, can be used to Restrain a subject's psyche in a Mind Maze. No injury is caused by this form of attack, and unless the attacker rolls a 10 or more the intended victim is allowed a chance to escape the restraint by rolling vs Mind rating.

SPIRIT INJURIES

Injuries to the Spirit are unlike injuries to the Body or Mind, mainly because the Spirit is immortal and cannot be destroyed. However, since the Spirit or astral self is comprised of energy it can be weakened or drained of its force by Demonic Possession, Spirit Possession, certain types of Magic, and the Paranormal Talent, Astral Assault.

At Spirit ratings of -1 to -9, the victim suffers a corresponding loss of spiritual strength. To simulate the effects of this type of injury the Editor should have the injured character roll vs Spirit rating anytime the victim attempts any action of a spiritual nature (including astral travel, aura reading, attempting to resist possession or conversion, etc.).

If Spirit rating falls to -10 or below the silver cord that connects the victim's Spirit and Body will be severed, and the weakened Spirit will drift into that part of the astral plane known as limbo. Unless another entity has taken control of the dispirited character, the Body and Mind lapse into an inert state, and death will result within 24 hours. If the character's Spirit rating is restored to -9 or greater within 24 hours, the Spirit can return to the Body. If not, it's Reincarnation time.

Note that the Paranormal Talent, Astral Assault, can be used to Restrain a subject's Spirit in a Soul Cage. No injury is caused by this form of attack, and unless the attacker rolls a 10 or more the intended victim is allowed a chance to escape the restraint by rolling vs Spirit rating.

CHEATING DEATH

Anytime one or more of a character's Attributes falls to -10 or below the character must roll on the Fate Table to determine whether the victim kicks the bucket for good or makes a miraculous recovery just like they do in the movies. Being somewhat morbid and sarcastic by nature, we like to call this "Cheating Death".

To Cheat Death the Editor should have the player roll on the Fate Table as usual, assigning a penalty of -1 per each Injury Point below -10 that the potentially bereaved character has suffered. The character can offset this penalty by cashing in his or her Instant Karma points, receiving a bonus of +1 per every 5 points of Instant Karma spent.

If the Action Sum equals 6 or more the character Cheats Death and will recover. In addition, the character earns 5 points of Instant Karma for undergoing a harrowing Near Death Experience (q.v.).

Thanks to this rule a character is never really dead so long as he, she, or it has Karma points to burn and a little luck. And even if this doesn't work a character can always go the Reincarnation route and come back as a Walk-In. How are your players going to beat a deal like that?

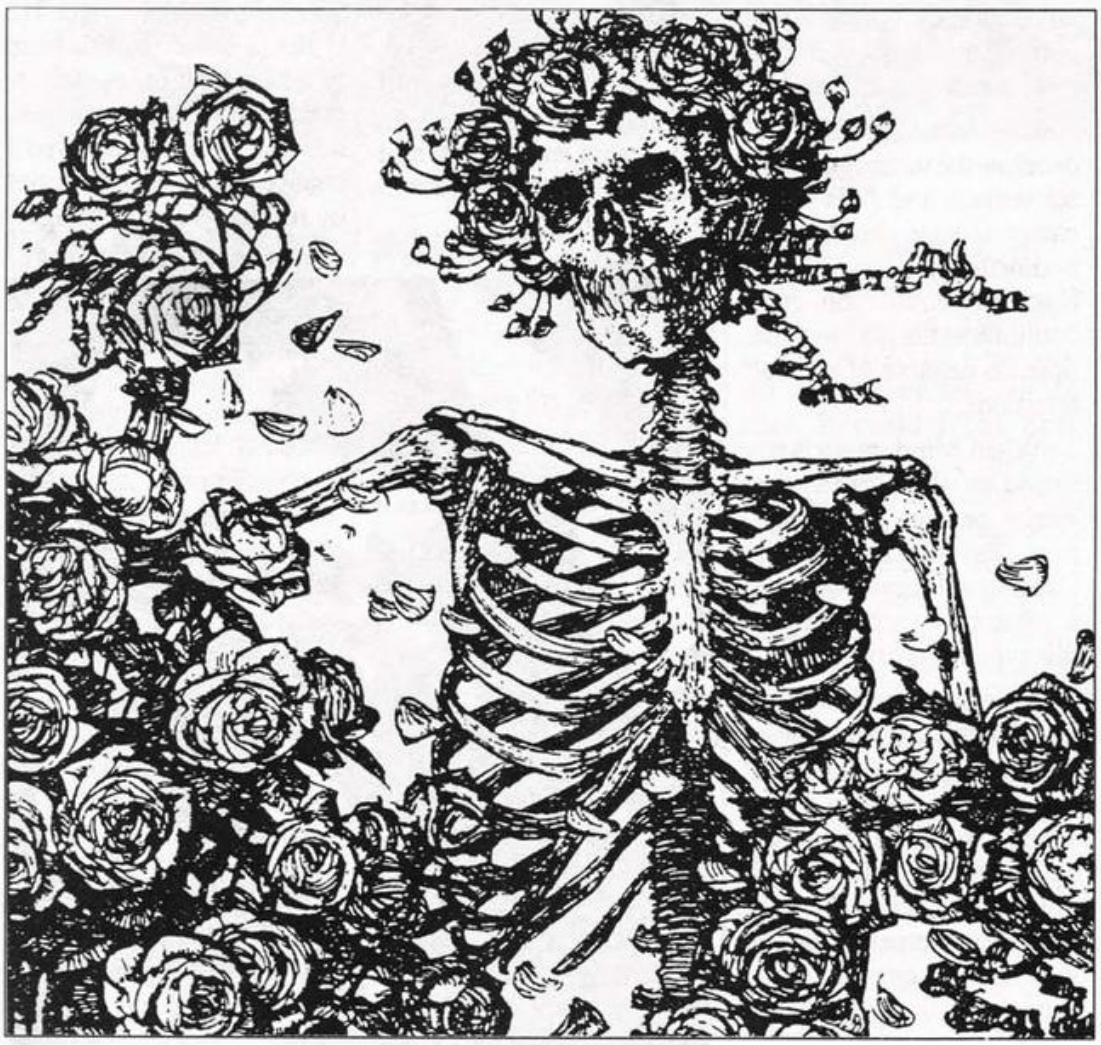
EXAMPLE: CHEATING DEATH

The Situation: Ahmet Nurdigan is attacked by a Werewolf and suffers enough Injury Points to reduce his Body rating to -15. In other words, Ahmet's got a one-way ticket to the Pearly Gates unless he can Cheat Death.

Procedure: Because he's fallen 5 points below -10, he'll have to take a -5 penalty on his die roll. Fortunately, Ahmet has been hoarding Instant Karma points like a miser, and has a total of 17. That's enough to buy a +3 bonus (5 points per +1), with 2 left over.

With his Fate hanging in the balance Ahmet rolls a 9, subtracts the -5 penalty, for a sub-total of 4. Then he adds the +3 bonus that he bought with his Instant Karma Points.

Resolution: Ahmet's Action Sum total is 7 — enough to Cheat Death. The Editor rules that the Ahmet character will make a complete recovery from his injuries, just like on TV.



Death Keeps on Truckin'.

MISCELLANEOUS INJURIES

In addition to all the nasty things that can happen to you in Combat, there are many other types of injuries that can occur in Tabloid World. A short list of the most common types include injuries resulting from falling, poisons, disease, automobile accidents, household accidents (most injuries occur in the home), toxic waste, car accidents, and so forth. Even slipping on a banana peel can be dangerous in Tabloid World, so watch your step.

Whenever a character suffers an accident or Screw-Up that could cause an injury, the Editor rolls on the Fate Table to determine the number of Injury Points (see Combat Damage Table, pg. 23).

HEALING

The good news is that most types of injuries can be healed, provided the victim has access to the proper treatment before its too late (if not, see the rules for Reincarnation on page 32).

Injuries heal naturally at the rate of 1 point of Body, Mind, and Spirit per day. Receiving treatment from a qualified Healer can substantially reduce the amount of recovery time. The process is a little like Injuring in reverse — the Healer rolls on the Fate Table to determine how effective the treatment was (remember to add the Healer's skill rating to the roll). A number of points equal to the Action Sum is *added* to the victim's Body, Mind, or Spirit rating, thereby restoring Attribute points that were lost through injury.

For game purposes figure that a single Healing treatment of any type will take a minimum of 10 minutes to complete. The cost of treatment will generally range from $5 to $25 per each Attribute point restored — or whatever the market will bear (buyer beware).

TREATMENT OPTIONS

Healing is available from various sources, and in various forms. The following is a list of treatment options that are most commonly available.

PHYSICIANS

Usually qualified to heal Body Injuries , but that's about it. Beware of quacks and phony MDs who can cause more harm than good. Also beware of the cost of treatment, particularly in the USA. It is a little-known fact that more P.I.s have been finished off by unpaid health premiums than by Satanic Cultists.

PSYCHIATRISTS

Sometimes helpful with regard to certain types of mental conditions that can occur as a result of Mind Injuries , but don't count on it.

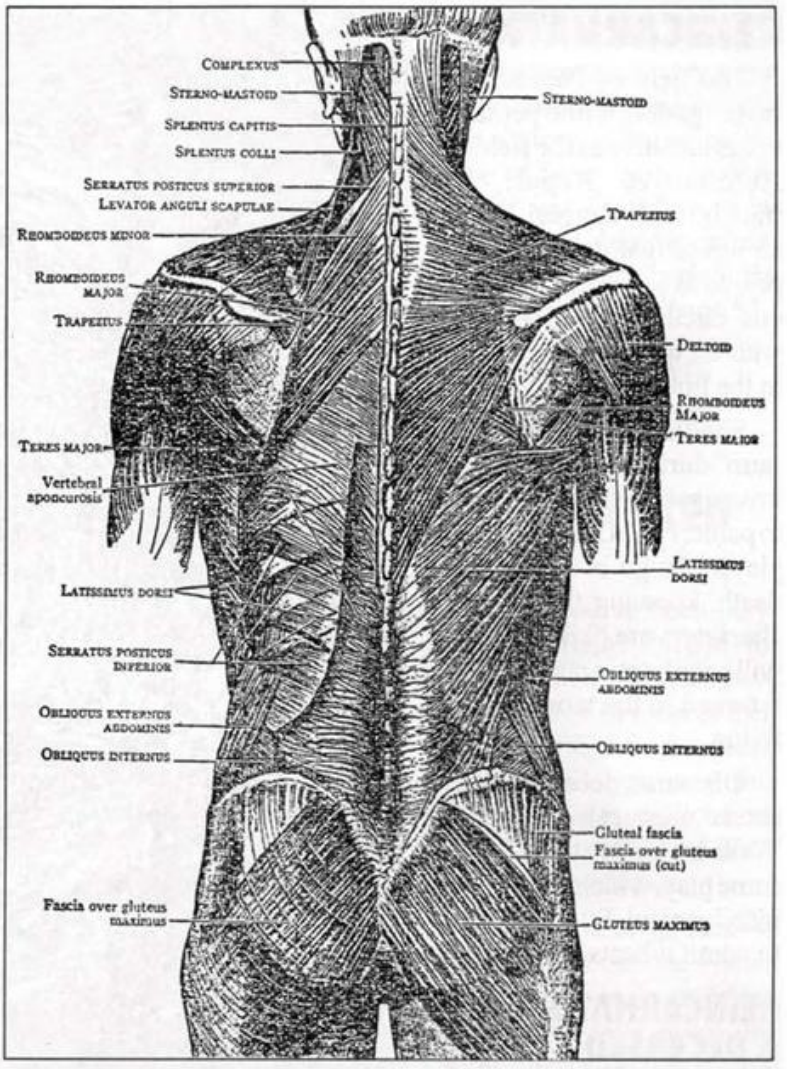
A word of warning: Mundane psychiatrists who know nothing about the paranormal may order a P.I. committed to an insane asylum. Cost is also a factor here.

PRIEST OR SHAMAN

Usually qualified to treat most types of Spirit Injuries , though care should be taken to avoid fanatics and zealots, who can do more harm than good. The cost of this type of treatment is usually low — a donation to the church, or a gift of some sort, will often cover expenses.

HOLISTIC HEALERS

In Tabloid World, these guys are the best of the lot. A good Holistic Healer can heal all three types of Injuries (one type at a time, please). Good luck trying to find one who isn't at least part con-artist and/or doesn't charge a fortune for treatment.



EXAMPLE: GETTING HEALED

The Situation: The P.I., Judith Rosenberg, has just survived a run-in with some nasty Fanatic Cultists, who tried to convert her to their weird beliefs by attacking her Spirit through the use of the Paranormal Talent, Astral Assault. Though she managed to escape the weird zealots, her Spirit rating has been reduced to -4.

In need of spiritual healing Judith goes to see her friend Carmella, a Holistic Healer who has a small shop in Greenwich Village.

Procedure: Carmella has a Holistic Healing rating of +3. She begins to work on Judith, using her healing touch to infuse the P.I. with positive spirit energy. The Editor rolls against the Fate Table, gets an 8, and adds Carmella's +3 rating to get an Action Sum of 11.

Resolution: The 11 points of Holistic Healing are more than enough to restore Judith's Spirit to its normal rating of +2. In return, Judith forks over Carmella's fee of $60—$10 per each Attribute point restored.

Not bad for just ten minutes' work...

REINCARNATION

The field of Paranormal Investigation, while perhaps not as lucrative as the field of Automotive Repair, is fraught with danger. Many an Investigator has disappeared as a result of mysterious circumstances, or met with an untimely end while in the line of duty.

Should a P.I. "buy the farm" during the course of an investigation, there's no need to panic. PANDEMONIUM players laugh in the face of death, knowing that if their characters are "killed", they will soon be reincarnated and returned to the world of the living.

Of course, deceased characters must reincarnate as Walk-Ins before they can resume play, which can be a bit inconvenient. Still, you have to admit it beats dying.

REINCARNATING A DECEASED CHARACTER

To create a Reincarnated Walk-In character the player can either choose another pregenerated and predestined character (E-Z Rules version) or create a new character from scratch (Very Complicated Rules version).

The procedure in either case is basically the same as choosing or creating a player's first character. The only difference is that Reincarnated characters retain all the Past Lives and Instant Karma points of their previous character — including the life of the recently deceased character, who now qualifies for Past Life status.

A Near Death Experience, or close to it.

The Editor should have the player choose one of the deceased character's abilities to serve as the Past Life trait, and make sure this information is added to the Character Card. Once the new character is complete, the Editor can introduce it to the game as a Walk-In — a reincarnating spirit that returns to the mortal realm in the body of another person. Have the Walk-In arrive on the scene somewhere in the vicinity of the other P.I.s as soon as it is convenient or expedient to do so. The Walk-In can then introduce himself, herself, or itself and rejoin the group.

HOW NOT TO GET REINCARNATED

Any player who deliberately offs his or her character for the sole purpose of Reincarnating and acquiring additional Past Lives is too un-Enlightened to be Reincarnated as a Walk-In. Make sure your players know this beforehand, just in case.

FUN WITH WALK-INS

When the players are just learning the game, the Editor should allow a Walk-In to replace a deceased P.I. without incident. Later on, after the players have gained some experience, you may decide to make things a little trickier for the P.I.s.

There are many ways to make the Reincarnation experience more interesting for the players. For example, the Walk-In could be late in ar-

riving due to a problem of some sort (flat tire, stuck in traffic, cosmic detour, etc.). The Walk-In could also screw-up and go to the wrong location, making it difficult for the other P.I.s to arrange a rendezvous.

Or the Editor may decide that certain devious organizations and individuals would take advantage of a P.I.'s untimely demise and send a false Walk-In to infiltrate and spy upon the other P.I.s.

To make this more realistic, you might conspire in secret with the player whose character died, and ask him or her to play the part of the false Walk-In. Until they see through this ruse the imposter could cause a lot of trouble for the other P.I.s.

Optionally, you can make the player portray the dead P.I.'s discarnate spirit as he wanders about looking for a suitable body to walk into. Then he must persuade the subject to move on and let him take over. There might be tricky ethical considerations here, too. Would you like to be possessed by some tabloid reporter just so he could go track down UFOs free of the inconveniences of physical death?

There's a few ideas. You're the Editor. Have fun.

NEAR DEATH EXPERIENCES

Any time a character comes close to death but avoids actually kicking the bucket, he, she, or it may have a Near Death Experience (NDE for short). In game terms, a NDE will occur anytime a character returns from the dead, either due to the timely application of Healing or by Cheating Death.

During the typical NDE, the individual's spirit leaves the body and moves towards a radiance called The Light. This is accompanied by a feeling of great inner peace and tranquility. If the body survives its injuries, the spirit must return to it. This "spirit journey" and the resulting wisdom accrued from the NDE is worth 5 Instant Karma Points.

INSTANT KARMA POINTS

In the PANDEMONIUM game, the rewards for service in the line of duty are money ($) and Instant Karma. The former is self-explanatory; the latter is measured in increments known as Instant Karma points.

In game terms, Karma equates to wisdom, experience, luck, and knowledge. The more Karma one accumulates, the wiser and more fortunate he or she will be.

AWARDING INSTANT KARMA POINTS

P.I.s should be given *five* Instant Karma Points for every Story that they successfully complete. Instant Karma points are also awarded whenever a P.I. successfully performs an act of derring-do, exhibits ingenuity, or performs a good deed or service of any sort. The Editor may award one point of Instant Karma for such actions.

CHEATING FATE

P.I.s can also use Instant Karma points to improve their chances of success by influencing Fate Table die roll — a trick we like to call *Cheating Fate*. For every point of Instant Karma spent, the beneficiary gets to add +1 to the Fate Table die roll.

In the E-Z Rules version of PANDEMONIUM, the maximum number of Instant Karma points that can be spent on a given action is *three* yielding a maximum bonus of +3. There is no limit to the number of times that one can Cheat Fate in a given day, week, month, millennium, or whatever.

INCREASING ABILITIES WITH INSTANT KARMA POINTS

By spending a total of 10 Instant Karma points a character can increase any single Mundane Profession, Hobby, or Paranormal Talent by +1. The 10 points are permanently subtracted from the character's total, and the new ability rating noted on the Character Card.

Pretty E-Z, wouldn't you say? Of course, there's a catch — no Profession, Hobby, or Talent can be raised above the E-Z Rules maximum limit of +3.

Instant Karma Points can also be used to increase Past Life ratings, at a cost of 20 points per +1. Note that in the E-Z Rules version of PANDEMONIUM it is not possible to increase Attribute ratings by this method.

MONEY

The amount of money that an Editor is authorized to pay for a Story is based on the type of Story being investigated, and its ability to increase the Tabloid's circulation. For details, consult the list of Bonuses on page 53.

CONVERTING FROM E-Z TO VERY COMPLICATED RULES

After you've been playing PANDEMONIUM for awhile and the players have improved all or most of their ability ratings to the maximum of +3, you may find that you'd like to switch from the E-Z Rules to the Very Complicated Rules.

If so, you're in luck — conversion from one system to the other is no problem. Both use pretty much the same rules; all you have to do is add a few of the Complicated options to your current game and everything should work out just fine. The E-Z characters will fit right in, and can now advance in ability rating beyond +3. Read the Very Complicated Rules for more information.

ASSIGNING STORIES

Now that you've mastered the E-Z Rules its time to get ready for your first Story. So without further ado please turn to the Story Section on page 43 for details.

VERY COMPLICATED RULES

EDITOR'S NOTE: OPTIONAL RULES SECTION AHEAD!

For those of you who can't stand anything that looks too easy, the makers of this game have thoughtfully provided the following section of Very Complicated Rules. We hope you enjoy them. And if you can figure them out we would also like you to come over to our homes and program our VCRs.

If your group has decided to use the E-Z Rules you can skip this section. We told you it was going to be E-Z.

VERY COMPLICATED RULES FOR PLAYERS

As far as players are concerned, the Very Complicated Rules are not that different from the E-Z Rules.

There are a few exceptions worth noting, however, as will be explained in the following sections.

MAXIMUM LIMITS FOR ABILITIES

In the Very Complicated Rules version of PANDEMONIUM, the maximum limit for all ability ratings is +10, not +3. Though characters in the Very Complicated system begin play with ability ratings similar to those in the E-Z game, they can eventually attain higher ratings. There is even an optional rule that allows characters to increase their Attribute ratings. Are you sure you can handle all this excitement?

Sure doesn't look like Kansas.

CREATING CUSTOMIZED CHARACTERS

In the Very Complicated version of PANDEMONIUM, players are allowed to choose Mundane Professions, Paranormal Talents, and Equipment as they wish. They can roll for Past Lives, and can even play alien characters if that's what they want to do. Hey, you ought to get something in return for all the effort you're going to have to put into this.

NAME

In the Very Complicated rules, you get to choose the name of your own character. Is this great stuff or what?

ID PHOTO & PERSONAL INFO

You choose your character's age, gender, physical appearance, fashion sense (or lack thereof), etc. Use a snapshot or drawing for your ID Photo.

ATTRIBUTES

Players are allowed to determine their character's Attribute ratings within the following limits:

- The total of Mind, Body, and Spirit ratings may not exceed 7.
- No starting Attribute may exceed +4.

So take those lucky 7 Attribute rating points and distribute them as you like, or as close to "as you like" as the rules will allow.

MUNDANE PROFESSIONS

Each player is allowed to choose one Mundane Profession for his or her character. The choice of Mundane Profession is important — at the very least, it will affect the type of Possessions your character has acquired and how much money you have.

Keep in mind that the choice of a Mundane Profession for your character is subject to approval by the Editor. In other words, you can pretty much forget about being a former Navy Seal, a famous movie starlet, or a millionaire. A Mundane Profession must, after all, be pretty mundane.

To determine your beginning character's Mundane Profession rating roll a d10 and consult this handy chart:

Die Roll	Rating
1	0
2-5	1
6-9	2
10	3

SOME COMMON MUNDANE PROFESSIONS

The following is a list of sample Mundane Professions and their corresponding job descriptions. Feel free to add your own profession to the list. We did.

ACCOUNTANT: knowledge of book keeping and tax laws, can actually read and figure out such things as tax forms, business plans, and annual reports.

CAB DRIVER: able to drive fast and recklessly while suffering only minor accidents (usually); street smarts, read maps, extensive knowledge of local area.

COMPUTER PROGRAMMER: ability to program and/or use many types of software; basic knowledge of computer repair, really good at playing video games.

ELECTRICIAN: ability to fix electrical apparatus, knowledge of wiring and circuitry, familiarity with union rules and regulations.

GUNSMITH: ability to clean, maintain, repair, and operate most common types of firearms; probable NRA member and hunter.

HOUSEWIFE: proficient in cooking, general housekeeping, comparison shopping, and crisis management — after spending all day with the kids, Satanic Cultists look like a bunch of pushovers.

LAWYER: ability to sue people who bother them, knowledge of laws and the legal system, possible "friends in high places".

MAIL CARRIER: ability to sort mail, intimate knowledge of bureaucracies, familiarity with local area, experience handling vicious dogs.

PHARMACIST: knowledge of all sorts of strange drugs and medicines; easy access to both.

PHOTOGRAPHER: proficient in taking photos, developing film, and hanging around musicians at weddings.

PLUMBER: able to fix plumbing, weld or solder, use plumbing tools, and make more money than the average doctor.

REGISTERED NURSE: proficient in emergency medical techniques, ability to diagnose physical ailments; generally speaking, the average RN possesses more practical knowledge than most doctors.

R&B MUSICIAN: proficiency with musical instrument of choice, knowledge of nightclubs and the weird folks who frequent them, possible first-hand familiarity with the effects of drugs and alcohol

SECURITY GUARD: able to sit or stand around for hours, detect intruders, and kill time; possible pistol permit, and might even have a gun and know how to use it.

HOBBIES

In the Very Complicated Rules players are allowed to choose a Hobby for their characters. Since this is such a magnanimous offer we know that players will not try to take advantage of it by choosing a Hobby that is really a Profession in disguise, such as brain surgery or rocket science.

Just in case, the Editor has the final say on what is or is not a Hobby.

To determine your beginning character's rating in this ability roll a d10 and consult this handy chart:

Die Roll	Rating
1	0
2-5	1
6-9	2
10	3

PARANORMAL TALENTS

Paranormal Talents are latent abilities like Levitation, Clairvoyance, and so forth. Roll a d10 to determine how many Paranormal Talents your character has:

Die Roll	Result
1	1 talent
2-9	2 talents
10	3 talents

To determine your character's Paranormal Talent rating roll a d10 for each Talent and consult this handy chart:

Die Roll	Rating
1	0
2-5	1
6-9	2
10	3

ABOUT PARANORMAL TALENTS

In the Encyclopedia Paranormal you will find descriptions of numerous Paranormal Talents, including information on what each ability does and how often it can be used. Be sure to read this material carefully — the makers of this game accept no responsibility for injuries or emotional trauma that might occur to the P.I. as a result of the excessive use or misuse of Paranormal Talents.

Also keep in mind the fact that Paranormal Talents, like household appliances, tend to be somewhat unpredictable. Sometimes they work, and sometimes they don't. Don't say we didn't warn you...

PAST LIVES

P.I.s using the Very Complicated Rules are allowed to choose who they were in a past life. Consult the List of Past Lives in the Encyclopedia Paranormal (see page 125) for ideas, or have the Editor help you make up your own.

As is the case in the E-Z Rules, the ability to recall a Past Life is initially rated at "0", and can be raised up to the human maximum by expending Instant Karma points.

Sharp-eyed players will notice that space has been included on the blank Character Card for additional Past Lives. You may end up needing this space to record the Past Lives of your character as he, she, or it goes through various Reincarnations.

EDITOR'S NOTE: EVIL PAST LIVES

Evil Past Lives are definitely not recommended for use by P.I.s, unless you like being tracked down by other P.I.s and right-minded Enlightened folks. Take our word for it, it's bad enough that your P.I. may run into one of these bozos some day.

Editors should make sure to enforce the old Hollywood cliche which states that the bad guys always get what's coming to them in the end.

PHOBIAS

Consult the Phobias list in the Encyclopedia Paranormal and choose a Phobia for your Character. All beginning characters start with a Phobia rating of 1.

POSSESSIONS

Players are allowed to choose the type of Possessions that their P.I. character owns as they like, within the limits set forth here:

• Money & Credit Cards: total liquid assets not to exceed $1500. Hey, if you had lots of money why would you be working as a P.I. in the first place?

• Players may choose up to three Rare or Unusual items from the Equipment section of the Encyclopedia Para-normal, as desired.

• Players may choose up to five additional items of a Mundane sort, the total value of which cannot exceed $1000 — that's retail price, by the way, not wholesale.

Famous Past Lives.

NON-STANDARD CHARACTERS

In the Very Complicated version of PANDEMONIUM, players are given the option of playing non-standard (or even non-human) P.I.s such as Vampires, Werewolves, and friendly aliens. To create a non-standard character of any sort refer to the following notes:

• Check the Encyclopedia Paranormal section of this book for a selection of possible non-standard characters and their abilities. For stats that are presented as a range, rather than a single number, consult with the Editor. If the non-standard character is to be used in a beginning game, lower stats are most appropriate. Use the higher range for stats only if you are playing the game with experienced players.

• Characters who have few or no redeeming qualities, such as Brazilian Nazis, Deranged Serial Killers, and Reptoids should not be used as non-standard characters. Remember that P.I.s are supposed to be Enlightened — though they may be pretty weird, they're the good guys.

• Avoid using creatures or individuals who are described in the Encyclopedia Paranormal as being of unknown origin or motivation (for example, MIBs and Bigfoots). In this way you will help to preserve some of the weirdly mysterious nature of the Tabloid World milieu.

• Consult with the Editor about the guidelines for Possessions, Karma totals, Past Lives, Hobbies, etc. Keep in mind that some entities may not have Past Lives, or at least may not be aware of them.

• Most importantly, if you decide to create a non-standard character do so for the fun of playing a really weird or different persona. Don't do it because you want to have a character that's more powerful than the other players in your group — that kind of stuff is strictly for Mundanes. So be Enlightened.

A truly Non-Standard Character.

USING YOUR CHARACTER'S ABILITIES — THE VERY COMPLICATED VERSION

In the Very Complicated Rules, P.I.s can attempt almost any type of action, whether or not they have any ability in that area. To do so, follow these handy guidelines:

• Tell the Editor what type of ability you plan to use: Mundane Profession, Paranormal Talent, Attribute, Past Life.

If you don't have a specific ability that covers the action you want to attempt you can still try it, though it may be extremely difficult or even impossible to succeed. Don't say we didn't warn you...

• explain to the Editor what it is you're trying to do. Be specific enough to describe your intent, so that the Editor can figure out the *Degree of Difficulty Rating* entailed in the action that you plan to attempt.

At this point, you can still change your mind and decide not to try the action, if this is what you want. Once you roll the dice it's too late.

• roll a d10 and add your ability rating (if any) to the result. The Editor will apply the DDR modifier, consult the Fate Table, and tell you what happened as a result of your action.

VERY COMPLICATED RULES FOR INSTANT KARMA

These rules are essentially the same as the E-Z Rules, except that you can use accumulated Instant Karma points to acquire additional Hobbies or raise Attribute ratings, as described in the following cleverly named sections.

ACQUIRING ADDITIONAL HOBBIES

Acquiring an additional Hobby costs 25 points of Instant Karma. This buys a reasonable degree of expertise in the new Hobby, which can be added to the recipient's character sheet and given a rating of "0" (no bonus). Ratings for hobbies can be raised by +1 for every 10 Instant Karma points spent for this purpose

RAISING ATTRIBUTES

The Very Complicated Rules allow characters to raise their Attributes. Body ratings can be improved through exercise, diet, and training. Mind ratings can be increased by studying and reading, while Spirit Ratings can be increased through prayer and meditation.

Since actually having your character role play this type of thing would be incredibly boring, we'll just cut to the chase and tell you that raising an Attribute by +1 costs 15 points of Instant Karma.

Sound too good to be true? Well you're right. There are a few minor restrictions. You can only raise one Attribute at a time, and can only increase an Attribute by +1 point at a time.

Also, you can't raise an Attribute more often than once per each Story your group plays. And of course, you can't raise any Attribute above the human maximum of +10.

FAKING YOUR OWN DEATH

Anyone familiar with the tabloids knows that no one famous ever really dies — they just fake their own deaths. Elvis, JFK, Howard Hughes, and dozens of others have tried it, though only a few have gotten away with it for long.

Those who did are all living it up somewhere and enjoying their new found celebrity status, even as we speak. Well, that's what some people say, anyway...

Although it is more difficult for common P.I.s to master the complicated logistical arrangements of such a scam than it is for major celebrities, it can be done.

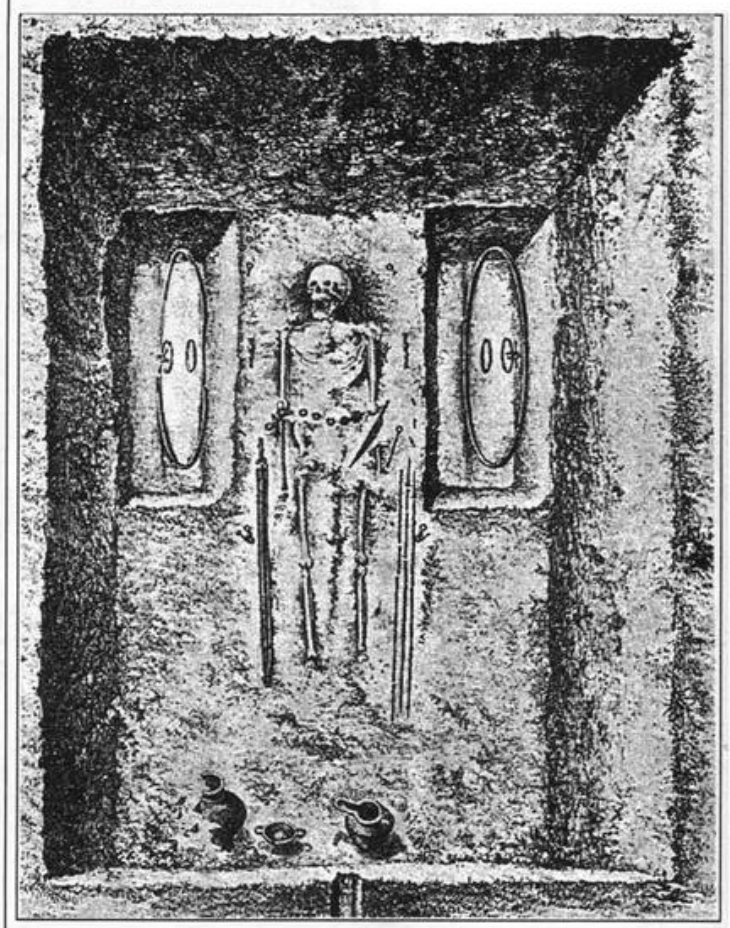
To do so, you must inform the Editor that you want to arrange a Fake Death should the need arise. Your character will need to raise at least $5,000 to cover the requisite bribes that must be handed out to individuals such as coroners, funeral home directors, newspaper reporters, a petty bureaucrat or two, and so forth. You'll also need a minimum of 25 Instant Karma points to cover the incredible amount of luck and clever planning needed to pull off a stunt like this.

Once these preparations have been made the stage is set for a Fake Death. Should your character appear to die during the course of a Story, the hoax begins — the bribes are paid, and the Instant Karma points surrendered.

Though it will seem as though your character has kicked the bucket, the death will be a fake. The "dead" character can return in his or her own body whenever you desire, though to get the full effect a phony funeral is a nice touch.

There's only one catch. Upon returning to the land of the living you'll need to concoct a sensational story that will explain how your character survived, and why the Faked Death was staged.

This part of the scam will have to be cleared in advance with the Editor, who can offer assistance if needed, and perhaps even incorporate the Faked Death into a Story that the other P.I.s can get involved in. Coming up with even a tabloid-plausible explanation may take some doing, but if you want to retain your current Character Card in all its glory, Faking Death is the only way to go.



A really good Faked Death.

VERY COMPLICATED RULES FOR EDITORS

Editors who have decided that they want to use the Very Complicated Rules should read the E-Z Rules section first, in order to ensure that they have a basic understanding of the game. After you've done this you can get into all this Really Complicated stuff. Bet you can't wait.

MAXIMUM LIMITS FOR ABILITIES

In the Very Complicated Rules version of PANDEMONIUM, the maximum limit for all ability ratings is +10, not +3. Though characters in the Very Complicated system begin play with abilities similar to those in the E-Z game, they can eventually attain higher ratings.

ACTIONS AND THE FATE TABLE

In the Very Complicated Rules version of PANDEMONIUM, all actions in the game are determined by rolling a ten-sided die (d10 for short), adding a bonus or penalty based on *Degree of Difficulty* to the result, and consulting the Fate Table to find out the result.

As is true in the E-Z Rules, this system is far superior to all those other games that rely on random die rolls for this purpose. That's because actions in PANDEMONIUM are not random — they are "decreed by Fate".

Hey, if your players fell for that one in the E-Z Rules they'll go for it again...

DEGREE OF DIFFICULTY RATING (DDR)

It's the Editor's job to determine how easy or difficult a given action will be to perform, and assign it a numerical rating. This number is called the Degree of Difficulty Rating, or DDR for short. To determine the DDR for any action the Editor need only estimate how hard or how easy a given action would be, on a scale of 1-10. Very easy Actions receive a bonus of *plus* 1-10. Difficult Actions receive a penalty of *minus* 1-10.

As a general rule the Editor should always give the P.I.s the benefit of the doubt when determining the Degree of Difficulty Rating for any action. If the Editor makes things too hard for the P.I.s they will quickly get discouraged, and may not tell all of their friends and relatives to buy a copy of this game — in which case the makers of this game will have to send somebody named Knuckles to pay a little visit to your house.

USING THE FATE TABLE — THE VERY COMPLICATED VERSION

To use the Fate Table follow this E-Z formula:

1. Determine the type of ability being used (Mundane Profession, Hobby, Paranormal Talent, Past Life, Body, Mind, or Spirit) and check its numerical rating. If there is no specific ability for the attempted action, give it a numerical rating of "zero".

2. Briefly describe the nature and intent of the action that is to be attempted.

EXAMPLES OF DDR

ACTION	ESTIMATED DDR
Climbing a wet slope	-1
As above, while carrying a friend on your back	-7
As above, while also trying to evade gunfire from Satanic Cultists	-10
Hitting someone from behind	+1
As above, but the victim is dazed	+5
As above, while victim is restrained by two burly Bigfoots	+10
Visibility at dusk	-1
Visibility on cloudy night	-5
Visibility on cloudy, foggy, moonless night	-10

3. Roll a d10 and add the appropriate numerical ability rating to the result.

4. The Editor applies a bonus or penalty based on the Degree of Difficulty Rating for the intended action, consults the Fate Table, and gets the result.

THE FATE TABLE

The Very Complicated Rules use the same Fate Table as the E-Z Rules. Before you say, "Hey, I thought these were supposed to be the Very Complicated Rules", we should tell you that in order to use the Fate Table you'll have to turn to page 20.

So you see, it actually is Very Complicated after all.

SCREWING-UP: THE VERY COMPLICATED VERSION

In the Very Complicated Rules, a Screw-Up occurs anytime the Action Sum total equals 1 or less. Unlike the E-Z Rules, a natural roll of "1" is not necessarily a Screw-Up.

EXAMPLE: VERY COMPLICATED FATE TABLE USE

The following is a Very Complicated example of how to use the Fate Table to resolve actions.

The Situation: While driving his fellow P.I.s to an assignment in New York City, Ernesto Villa begins to suspect that they are being followed by a mysterious black Cadillac.

Ernesto: "I don't like the look of that black Cadillac. I'm going to try to lose it by executing a sharp U-turn and taking off at top speed in the opposite direction — a Special Effect that I saw once in the movies. Fortunately, in my Mundane Profession I'm a cab driver, so this should be a snap."

Editor: "Down, boy. You may be a cab driver but performing a high speed U-turn in rush hour traffic on the George Washington Bridge is not what I'd call a snap. In fact, on a scale of negative 1-10, I give it a -7. So roll that die and let's see what Fate has in store for you."

Procedure: Ernesto's die roll is an 8. He adds his Cab Driver rating of +5, for a total of 13. The Editor subtracts 7 for the Degree of Difficulty and arrives at a final result of 6.

Resolution: Consulting the Fate Table the Editor sees that a result of 6 means that Ernesto just made it. Using a bit of Editorial license, the Editor fills in the details and comes up with the following resolution:

Editor: "The tires squeal as you cut across the median line, narrowly missing an oncoming trailer truck with 'DANGER: HIGH EXPLOSIVES' stenciled across its side in big red block letters.

"The car goes into a skid and sideswipes a BMW occupied by three irate lawyers before you get it under control. When you look in the rearview mirror you see the black Cadillac stuck in the traffic jam that you just caused. Looks like Fate was on your side this time."

VERY COMPLICATED COMBAT RULES

The Very Complicated Rules for Combat are basically the same as the E-Z rules for Combat, with one exception: the Editor is allowed to apply all sorts of complicated modifiers to the combat die roll. This is what game designers refer to as "realism".

If you decide to go this route, here are a few helpful suggestions.

DEGREE OF DIFFICULTY RATINGS FOR COMBAT

In the Very Complicated version of PANDEMONIUM, the Editor is allowed to apply a penalty or bonus based on the Degree of Difficulty Rating (DDR) of the attempted action — whether an attack or an attempt to avoid an attack.

For physical combat, the Degree of Difficulty is based either on the opponent's specific combat ability or Body rating (for most types of close combat), plus such factors as range, visibility of the intended target, etc.

For psychic or spiritual combat, use the opponent's Mind or Spirit rating as the Degree of Difficulty, respectively.

MOVEMENT RATE

If you need to figure out how far someone can move in a given number of rounds, figure that an average entity with a Body rating of "0" can move up to 10' per turn. Modify this by +/- 1' per +1 or -1 Body rating, respectively.

SURPRISE ATTACKS

A Surprise Attack is any attack that takes the opponent completely off guard, so that he, she, or it has no opportunity for defense. This tactic can be as simple as a sucker punch to the jaw or as elaborate as a carefully planned ambush.

The Degree of Difficulty rating for a Surprise Attack is based on the Editor's opinion of how much of a surprise it really was to the intended victim, based on a scale of 1-10. The DDR advantage is added to the Fate Table die roll, increasing the Action Sum and chances of success accordingly.

TYPES OF COMBAT & TACTICS

This is essentially the same as in the E-Z Rules. Just try to make it sound more complicated when you explain it to your players.

EXAMPLE #1: VERY COMPLICATED COMBAT

The Situation: Three P.I.s, hot on the trail of a UFO sighting, are approached by three MIBs — the dreaded Men in Black, who intimidate individuals who exhibit too great an interest in UFOs. As the MIBs approach, one of the P.I.s — a young lad whose purported Hobby is Boxing — makes a somewhat rash decision.

Player: "Yeah, like I'm going to be intimidated by a bunch of geeks like these guys. I walk right up to the first one and slug him one right in the jaw."

Editor: "Would that all things in life were so simple. Roll a d10 and add your Boxing rating to the result. The Degree of Difficulty Rating in this case would be the MIB's Body rating, which I'll subtract from your score to get the final result."

Procedure: the P.I. rolls a 5 and adds 3 for his self defense rating; the Editor subtracts the MIB's Body rating of 9 from the result, leaving a sorry Action Sum of just -1 — a Total Screw-Up.

Resolution: The Editor tells the P.I. that he swung, missed, lost his balance, and landed flat on his back. The three MIBs do not look very impressed with this move.

EXAMPLE #2: VERY COMPLICATED COMBAT

The Situation: a group of drug-crazed Satanic cultists chases a lone P.I. into a barn, in which she just happens to find a loaded 12 gauge shotgun. With all avenues of escape cut-off, the P.I. decides that her only option at this point is self-defense.

Player: "Feeling particularly hostile due to the effects of PMS, I stand directly in front of the doorway and fire the shotgun into the midst of the Satanic Cultists just as they are about to enter the room. My intent should be obvious to even the most dim-witted Editor."

Editor: "Since you are firing at point blank range it should be pretty easy to hit your target. Though your Character Card shows that you have no ability with guns, I am nothing if not benevolent, and so give you a Degree of Difficulty bonus of +4.

"Let 'er rip, though if I were you I might have waited until they actually came into the room. You'll be lucky if you hit more than two of them while they're squeezing in through the door.

"Now who feels like a dim-wit, pal?"

Procedure: Player rolls a 5 and adds the DDR bonus of +4, for a total of 9. The Cultists have a self-defense rating of 3, so the Editor subtracts this from the P.I.'s score, for a grand total of 6 — not very good, but better than nothing.

Resolution: The Editor reports that two of the Cultists suffer 1-point Body injuries — not very impressive.

"Your nervousness with the shotgun was obvious — you pulled up in anticipation at the last second, and your shot went way wide. A couple of the fanatics have some minor flesh wounds, but that's about it.

The Cultists look pretty peeved, and its their turn to attack next. By the way, have you given any thought lately to your next Reincarnation?"

MORE VERY COMPLICATED COMBAT OPTIONS

Are the Very Complicated Rules still too E-Z for you? Then add a few of these clever variants to your game...

COMBAT INITIATIVE

Why use an E-Z rule when you can roll for Initiative? Have both opponents roll a d10 and award .10 seconds of initiative per +1. In fact, why stop with a single Initiative roll? Roll for Initiative each round. If you like, you can also create a list of every conceivable combat action and determine how long it would take to complete each. Then distribute penalties or bonuses based on each of these factors. Be sure to write and tell us how much fun you're having...

EFFECTS OF COVER

Why generalize when you can be specific? Assign a -1 penalty per 10% cover and they'll never accuse you of being a slacker.

DIFFERENT DAMAGE FOR DIFFERENT WEAPONS

Is having your skull fractured by a sledgehammer more deadly than having your skull fractured by a ball peen hammer? Does a bayonet to the heart kill you any faster than a steak knife to the heart? How about an icepick, or maybe some chopsticks? These and other fascinating questions are yours to explore once you adopt this colorful variant.

WIND DIRECTION AND WIND SPEED

Used mainly by nit-pickers, but what the heck? It might be relevant in some situations, like if you're trying to hit someone with a zeppelin.

Hey, it could happen...

RELATIVE HUMIDITY

Not recommended for the faint of heart. Some might say that you're really splitting hairs with this one, but you know better. You're on a roll now...

REINCARNATING A DECEASED CHARACTER

The Very Complicated rules for Reincarnation are the same as the rules for creating a new character, except that Reincarnated characters retain all the Past Lives and Instant Karma points of their previous character—including the life of the recently deceased character, who now qualifies for Past Life status.

FAKED DEATHS

The Very Complicated Rules For Faked Deaths provide wide latitude for players to mess with your setting and story lines by coming up with wacky justifications for their continued survival. Let them! Whaddaya think this is, War and Peace? Sporting Editors should cheerfully adjust to their nonsense, incorporating it into the reality of their version of the Tabloid World universe. If the Faked Death story is as credible as that in your standard tabloid tale, let it pass. You're right, that's not a real stringent test for approval. But that's part of the fun.

EDITOR CHARACTER (EC) ATTRIBUTES AND ABILITIES

In the Encyclopedia Paranormal the Editor will find a selection of individuals and creatures that the P.I.s may encounter during the course of their careers. All are suitable for use as Editor Characters, or ECs for short.

The game stats and descriptions in this section are intended to depict an "average" member of the group, race, or cult being portrayed. Sharp-eyed Editors will note that some stats are expressed as a range, such as "1-3", "3-8", etc. In such cases the Editor may choose any number that falls within the stated range for that stat, based on how powerful the Editor wants the encountered individual or creature to be. While the P.I.s are still learning to use their abilities, these stats should be kept on the low side. Later on, after the P.I.s have had some experience in the field, the Editor can use the higher stats to create more challenging ECs.

A NOTE ABOUT PARANORMAL TALENTS

Note that the Editor may add or delete Paranormal Talents from the list included in the Encyclopedia Paranormal (see page 115) as desired.

Hey, you're the Editor—who's going to stop you?

ASSIGNING STORIES

Once you've got the Very Complicated Rules committed to memory it's time to get ready for your first Story. So see the Story Section on page 43 for details.

STORY SECTION

ABOUT THE INSTANT STORY GENERATOR

The makers of this game were thoughtful enough to include an Introductory Story designed for use as your gaming group's first PANDEMONIUM adventure. After you've finished playing this introductory scenario you may want to create more Stories of your own. Optionally, you may want to throw this game out the window, and curse yourself for ever wasting good money on such a ridiculous piece of trash.

Assuming the former to be the case, you may wish to consult that handy device known as the Instant Story Generator™. The ISG (as it is known in some circles) provides the Editor with the basic elements of any good Story: *What Happened*, *Where it Happened*, *Who Did It*, and *Why*.

It also helps the Editor create a number of incidents and encounters that could happen to the P.I.s during the course of their investigation — also known as The Stuff That Happens to You While You're Trying to Get the Story (better known as (T.S.T.H.Y.W.Y.T.G.S).

USING THE INSTANT STORY GENERATOR

To use the Instant Story Generator™, the Editor rolls % dice (two d10s) in secret on four different types of tables, as follows:

1. Manifestations Table: roll once on this Table to determine the primary focus of the Story; i.e., *What Happened.*

2. Location Table: roll once on this Table to determine where the Manifestations is reported to have taken place, or if you prefer, the last place the Manifestation was reported to have been seen.; i.e., *Where it Happened.*

3. Major Phenomena Table: roll once on this Table to determine the source of the Manifestation; i.e., *Who* or *What* caused the Manifestation, and *Why*.

4. Minor Phenomena: roll or choose at least 3 entries from this table and use them to add encounters, unexpected setbacks, clues, etc. that the P.I.s will come up against during the course of the investigation; i.e., *What Else Happens*.

USING EDITORIAL LICENSE

The results obtained by rolling on the Instant Story Generator tables define the basic parameters of the Story. All the Editor has to do is to fill in the details and make whatever connections are necessary to create a consistent plotline for the Story. This can be done by using a little imagination and a bit of what we like to call "Editorial License" — a colorful euphemism that basically means "fudging the die rolls until you get what you want." In other words, Editors should feel free to alter, revise, warp, twist, or if all else fails ignore the Instant Story Generator die results anytime they don't like them.

A glance at any tabloid will tell you that the Stories that appear in these fine publications need be neither factual nor even particularly coherent in nature in order to make it to press. Practically any rationale will do. As long as the Story has some sort of weird internal logic it should work just fine.

MANIFESTATIONS TABLE

% DIE ROLL	LOCATION
1-10	Mass Hallucinations
11-15	UFO Sighting
16-20	Crop Circles Found
21-25	Bigfoot Sighting
26-30	Missing Person(s) Reported
31-35	Haunting Reported
36-40	Weird Cult Activities Reported
41-45	Mothman Sighting
46-50	Lake Monster Sighting
51-55	Vampire Sighting
56-60	Spontaneous Human Combustion Reported
61-65	Bizarre Mutations Reported
66-70	Forteana Reported
71-75	Uncanny Psychic Phenomena Recorded
76-80	Werewolf Sighting
81-83	Uncanny Spirit Phenomena Reported
84-86	Unusual Archaeology Discovered
87-88	Mermaid Sighting
89-90	Cryomorph Found
91-93	Bizarre Criminal Acts Reported
94-96	Miracle Reported
97-99	Animal Mutilations Reported
100	Elvis Sighting

LOCATION TABLE

% DIE ROLL	LOCATION
1-5	New Mexico
6-10	L.A.
11-15	Las Vegas
16-20	Milwaukee
21-25	Bermuda Triangle
26-30	Loch Ness
31-35	Brazil
36-40	Washington, DC
41-45	New Jersey
46-50	Machu Picchu
51-55	Louisianna
56-60	New York City
61-65	Nellis Range, Nevada
66-70	Stonehenge
71-75	Egypt
76-80	Florida
81-83	Devil's Triangle
84-85	A Small Mid-Western Town
86-87	A Small New England Town
88-90	Mental Institution (in city of choice)
91-93	The Investigators' Home Town or City
94-95	Supermarket (in city of choice)
96-97	Neighbor's House (in city of choice)
98-100	Nightclub (in city of choice)

MAJOR PHENOMENA TABLE

% DIE ROLL	PHENOMENA
1-10	Mass Hallucinations
1-10	Hoax Perpetrated by Local Publicity Seeker.
11-16	Practical Joke Played by EBEs (Wiseguy Aliens from Betelgeuse)
17-20	Martian Mind-Control
21-25	Secret Conspiracy
26-30	Friendly Aliens from Venus Trying to Warn Us of Impending Disaster
31-35	Hostile Aliens from Zeta Reticuli
36-40	Contact by Gilaneans
41-45	Mass Hallucinations
46-50	Side-Effect Caused by Toxic Waste
51-55	Side-Effect Caused by Food Additives
56-60	Demonic Possession
61-65	Top Secret Government Experiment Gone Awry
66-70	Inter-Dimensional Rift
71-75	Weird Cultists
76-80	Deranged Serial Killer
81-85	Spirit Possession
86-90	Scam by Alien Con-Artist(s) from Arcturus
91-95	Plot by Brazilian Nazis
96-100	Alien Abductors

MINOR PHENOMENA TABLE

% DIE ROLL	MINOR PHENOMENA
1-10	Mundane Encounter with someone who knows nothing about what the P.I.s are investigating, and thinks that they're a bunch of kooks.
11-12	As above, but this Mundane decides to report the P.I.s to the authorities. Roll on the Fate table to see if the Police come for questioning (Action Sum of 6+ means they do).
13-14	As above, but this Mundane knows something about the Story and will tell them — possibly for a price.
15-16	As above, but this Mundane is a Debunker who is trying to disprove something related to the Story.
17-18	Seemingly as above, but this Mundane is actually a hostile alien entity of some sort posing as a Mundane (Editor's choice as to the true identity and motives of the false Mundane).
19-20	Seemingly as above, but this Mundane is actually a Replicant or Pinhead being directed by Martian Mind-Controllers.
20-21	Enlightened Encounter with someone who knows nothing about the investigation, but might nevertheless be of help in some way unrelated to the story (offering healing, advice, etc.).
22-23	Enlightened Encounter with someone who knows something about the Story, and will consent to talk to the P.I.s if approached. However, the Enlightened one is too preoccupied with other concerns to offer more than token assistance.
24-25	Outbreak of Forteana delays the characters.
26-27	Deja-Vu: an event that occurred in the recent past occurs again.
28-29	Deja-Vu Time-Loop: as above, but the event keeps happening over and over again until the P.I.s can find a way out of the loop.
30-31	One of the P.I.s is hit in head by a piece of falling space debris and suffers temporary amnesia. This incident may be random in nature or part of the Story.
32-33	Spontaneous Human Combustion: an innocent bystander (or one of the P.I.s) goes up in smoke.
34-35	Synchronicity: something happens just as the P.I.s are talking about it.
36-37	Out of Body Experience: a P.I.'s astral self suddenly flies forth into the Astral Plane, where he or she is approached by a benevolent ghost offering advice.
38-39	As above, but the ghost is hostile, and may have been sent to frighten away the P.I.s and keep them from learning more about the Story.
40-42	Encounter with P.I. from rival Tabloid. The P.I. may be an old friend, a former lover, a longtime rival, or an enemy, as the Editor sees fit.

MINOR PHENOMENA TABLE

43-44	Encounter with a Celebrity — typically of the minor sort, such as the guy who played Spock's father on the Star Trek TV show, though the Editor may choose otherwise. The Celebrity can be doing anything the Editor wants: filming a commercial, looking for work, on vacation, etc.
45-46	Miracle: religious icon appears in some Mundane object or place.
47-48	The P.I.s find a Strange Shop that offers useful items, artifacts, or services for sale. Prices may be very reasonable or totally outrageous, depending on the nature of the shop's owner.
49-50	Encounter with a group of Fanatic Cultists who want to convert the P.I.s to their weird beliefs.
50-51	Encounter with a bunch of Money Making Cultists looking for donations.
51-52	Encounter with a group of Oddball Cultists who either worship something or someone related to the Story or are just acting like the kooks that they are.
53-54	Temporal Rift; while driving or walking the characters enter a low-lying cloud that turns out to be a hole in Time. When they pass through the cloud they discover that they have gone back in time to the previous day.
55-56	Mundane accident delays the characters.
58-59	As above; however, the accident is not of Mundane origin, but was caused by someone or something related to the Story, and is intended to deliberately delay the P.I.s
60-61	Poltergeist Phenomena occurs in the vicinity of the P.I.s.
62-63	Reality Check: the oppressive nature of the Mundane world causes all the P.I.s to make a Reality Check vs their Mind rating. Those who fail temporarily drift out of Enlightened consciousness and revert to their Mundane consciousness, losing all knowledge of Past Lives or Paranormal Talents until a cure can be effected.
64-65	Gremlins damage or steal a piece of equipment from the characters.
66-67	Friendly Aliens from Venus appear in human form and offer to help the P.I.s in some way.
68-69	Hostile Alien Abductors, disguised as friendly aliens from Venus, offer to help the P.I.s. If their ruse is successful, they will try to kidnap the P.I.s and subject them to weird genetic experiments, after which they will drop the P.I.s in a crop circle somewhere in the middle of a cornfield in Kansas.
70-71	The P.I.s run into a group of alien Reptoids involved in some sort of criminal activity. This incident may or may not be related to the Story.
72-73	Three Men in Black approach the P.I.s and warn them not to get involved in the Story that they're working on.
74-75	Deranged Serial Killer attacks victim in local area. The evidence suggests that this incident may be related to the Story, but this is a false lead.

MINOR PHENOMENA TABLE

76-77	As per last entry, but this incident is somehow connected with the Story.
78-79	One of the P.I.s is suddenly possessed by a Channeling Spirit, who offers information related to the Story before leaving the P.I.'s body. If the P.I. is a Channeler, further contact may be possible.
80-81	A group of drug-crazed Satanic Cultists, chanting evil rock & roll lyrics, puts a curse on the characters. This incident may or may not be related to the Story.
82-83	A Werewolf attacks one of the P.I.s.
84-86	Walk-In: a disincarnate entity from the Sixth Dimension, appearing in the body of a Mundane, approaches the characters to give them an important message or warning pertaining to the Story.
87	The P.I.s see an advertisement for a Wonder Product that may or may not come in handy while they're trying to get their Story.
88	Mysterious Lights in the Sky spell out a message to the characters.
89	Encounter with one or more Zombies.
90	The P.I.s encounter a free-lance Exorcist, who may or may not have something to do with the Story. If needed, the Exorcist can be hired to drive-out a hostile spirit or demon from one of the P.I.s or a nearby location.
91	A Vampire attacks one of the P.I.s at night.
92	Encounter with a Paranormal Obfuscator who is trying using his/her abilities to keep the P.I.s from getting the Story. The Obfuscator's motives are up to the Editor to decide.
93	The P.I.s meet an Holistic Healer. If needed, he/she can be hired to heal any single ailment for $20 per point of Healing.
94	A local bag lady or street person who is actually a Witch (male or female — your choice) asks the characters for spare change. If they refuse he/she puts the Evil Eye on one of them.
95	The P.I.s meet a Gypsy who offers to tell their fortune. If needed, he/she can be hired to remove any curse for $100
96	Report that a Mummy has been found in the area. How it got there and whether it's dead or "alive" is up to the Editor.
97	Encounter with a Collector of some sort.
98	Encounter with an Elvis Impersonator.
99	Report that a Bigfoot kidnapped a woman in nearby rural or wilderness area.
100	Elvis Sighting in the vicinity (authentic).

EXAMPLE OF INSTANT STORY GENERATION

The following is an actual example of how to create a Story using the Instant Story Generator™. That's right—an ACTUAL example created in our own Deja-Vu Studios laboratory, using no tricks, mirrors, artificial ingredients, or even a safety net. Most amazing of all, from our point of view, is that our Actual Example actually worked, without us even having to resort to Editorial License. Incredible!

ROLLING ON THE ISG TABLES

1. First, we rolled % dice on the Manifestations Table and got a result of 11. Checking the table we see that this result is a UFO Sighting.

2. Next, we rolled on the Locations Table and got an 85. Now we know that the Manifestation occurred in a Small Mid-western Town. We could look up a real town on a map but we're too lazy so we'll just make up a place of our own — Lonesome, Nebraska has a nice ring to it.

3. The next step is to roll on the Major Phenomenon Table. We got an 86 — a Scam by an Arcturan Con-Artist. Now we know that an Arcturan is responsible for the UFO Sightings, which he's probably using to make a fast buck. We decide that the Arcturan's scam is a simple one: he owns a small motel near the spot of the reputed sightings and is making a killing by charging exorbitant rates to UFO enthusiasts, who come to Lonesome by the dozens for the chance to see a real live ET.

4. Now it's time to roll-up a few Minor Phenomena for the P.I.s to deal with during the course of the investigation. We start with three rolls: 66 (an encounter with friendly aliens from Venus), 27 (Deja-Vu), and 58 (a Mundane-seeming accident that is not Mundane).

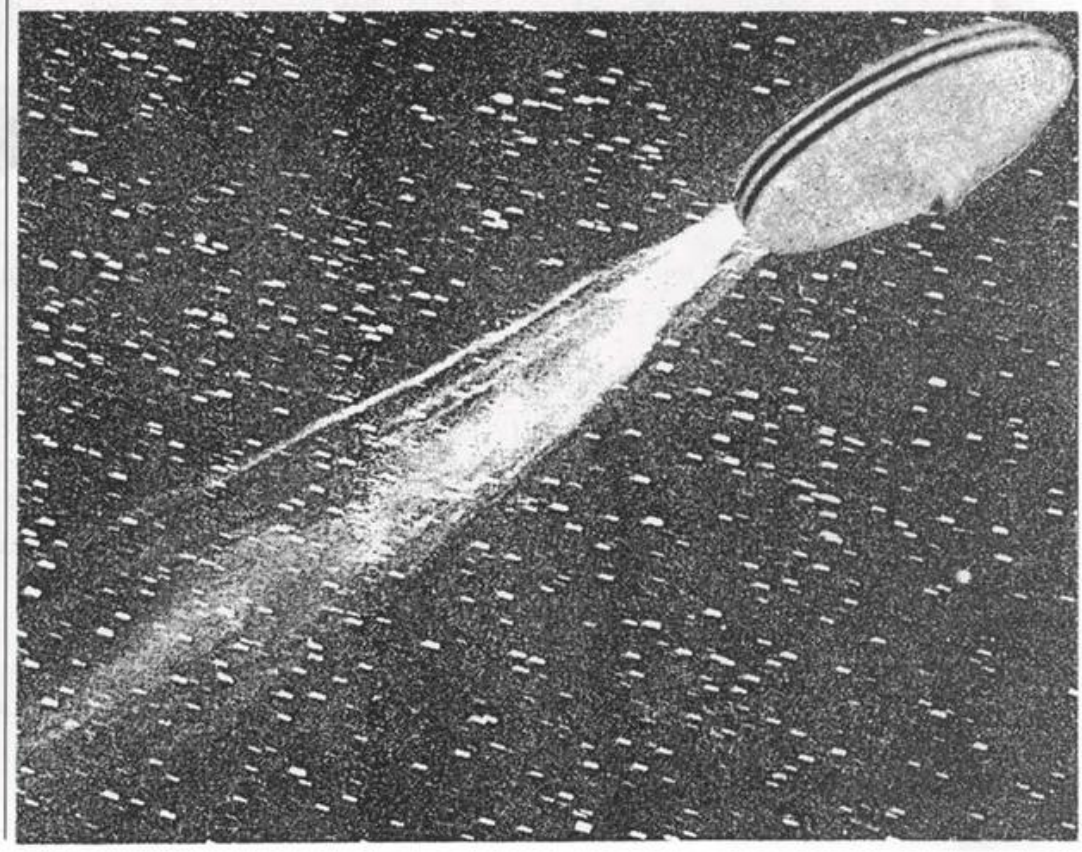
INCORPORATING MINOR PHENOMENA INTO THE STORY

To introduce the first of these Minor Phenomena to the Story we decide that while driving down a dark and deserted stretch of highway en route to Nebraska the P.I.s will have a close encounter with a UFO — a flying saucer that hovers above their car, causing the engine and all mechanical devices in the vicinity to stop functioning. We'll let the P.I.s spend a nervous couple of minutes wondering what's going on before a trio of Venusians appear and offer the traditional greeting used by all friendly ETs: "We mean no harm to your planet."

We decide that the Venusians were on their way to Las Vegas to catch an Elvis Retrospective when they took a wrong turn and got disoriented. They'll ask the P.I.s for directions, and will answer any questions that are posed to them.

However the Venusians just arrived on Earth themselves, and don't know anything about any UFO sightings in the area. Once they get the directions they'll be on their way.

To introduce the second Minor Phenomenon (Deja-Vu) we'll need to create an incident of some sort that we can repeat later on in the Story. We decide that we'll have the P.I.s get lost, then conveniently place a grouchy old man at the side of the road so that they can ask him directions. Many miles down the road we'll have the P.I.s get lost again and run into the same old man, who'll say exactly what he said before —it's Deja-Vu all over again. This Minor Phenomenon has no bearing on the Story—it's just one of those weird and inexplicable paranormal events that happens in the Tabloid World universe. Later you can think up a way to take a seemingly random incident and have it tie into the story, but if you don't want to, don't sweat it.



ADDING EDITOR CHARACTERS (ECS)

When the P.I.s arrive in the town of Lonesome they'll want to look around and talk to some people. We don't need to roll for this — we'll just think up a few Mundane encounters to use as ECs. A few examples:

• three old guys (Ned, Jed, and Ed) in cover-alls who hang around the General Store. They may look old and tired but they see everybody who passes through town along the main drag. They've noticed the recent influx of tourists from out of town, know that these folks have come here to see UFOs, and know that the tourists are staying at the Lonesome Motel.

• a former Frankfurter Queen of 1952 and Las Vegas show girl (Babs Lamour) and owner of the Lonesome General Store. She's in her eighties, and is under the delusion that she is a beautiful starlet (she wears garish make-up and a blonde bouffant wig).

Babs has heard about the UFO sightings and knows where they are reported to have taken place (near the Lonesome Motel), but would rather talk about how popular she was when she was young.

• four "good ol' boys" (Rubin, Carl, T-Bone, and Red), sitting in the back of their pick-up and drinking beer. On a good day these four guys are dumber than wood. Forget about it if they've been drinking.

These encounters can be used to add humor, some incidental difficulties (them good ol' boys might not be too fond of city folks like the P.I.s), or anything else we want to include in the Story. But at least one of them will steer the P.I.s in the direction of the reported UFO sightings— and the Arcturan's motel.

ADDING A CLUE

If the P.I.s are having a hard time figuring out what to do next we might help them out a bit by giving them a clue. For example, we could have the P.I.s see a guy who looks a lot like Tony Perkins (remember him form the *Psycho* movies?) as he drives out of town in his pick-up.

The P.I.s will notice that he is looking at them strangely, and seems a bit weird. He won't stop to talk if the P.I.s call out to him, but will drive out of town in a hurry. The P.I.s won't know it but this is the Arcturan in his human disguise.

That's it for the clue.

Babs Lamour in better days.

THE STORY

Once the P.I.s head out to investigate the UFO site we'll introduce the not-so-Mundane accident that we rolled-up before. We decide that as the P.I.s drive towards the Motel they will suddenly experience car trouble. If the car radio is on, it begins to crackle and then shuts off. A second later the car's lights go out, then the engine stalls.

If the P.I.s check under the hood they find no sign of damage or tampering. If they look around the area they'll spot a shadowy figure lurking in the darkness. But if they investigate, they find no trace of the figure. We know that this was the Arcturan trying to keep the P.I.s out of his business, but the P.I.s won't know this yet. However they may now suspect that aliens are somehow involved in this Story.

After the Arcturan leaves the car will start-up again and function as usual. If the P.I.s go to the Motel they'll find an old three story Victorian with no vacancies — the place is booked solid with UFO enthusiasts, who are paying $100 a night for rooms that aren't worth more than $10 at best. These folks go to the reputed UFO site each day, to collect pieces of "space debris".

If the P.I.s study this stuff up close they'll discover that these pieces of "space debris" are nothing more than common earth rocks that have been subjected to extreme heat, giving them a "melted" look.

At night there will be another "UFO sighting" , but no actual contact with an alien ship or crew. That's because these sightings are just holographic projections created by the Arcturan.

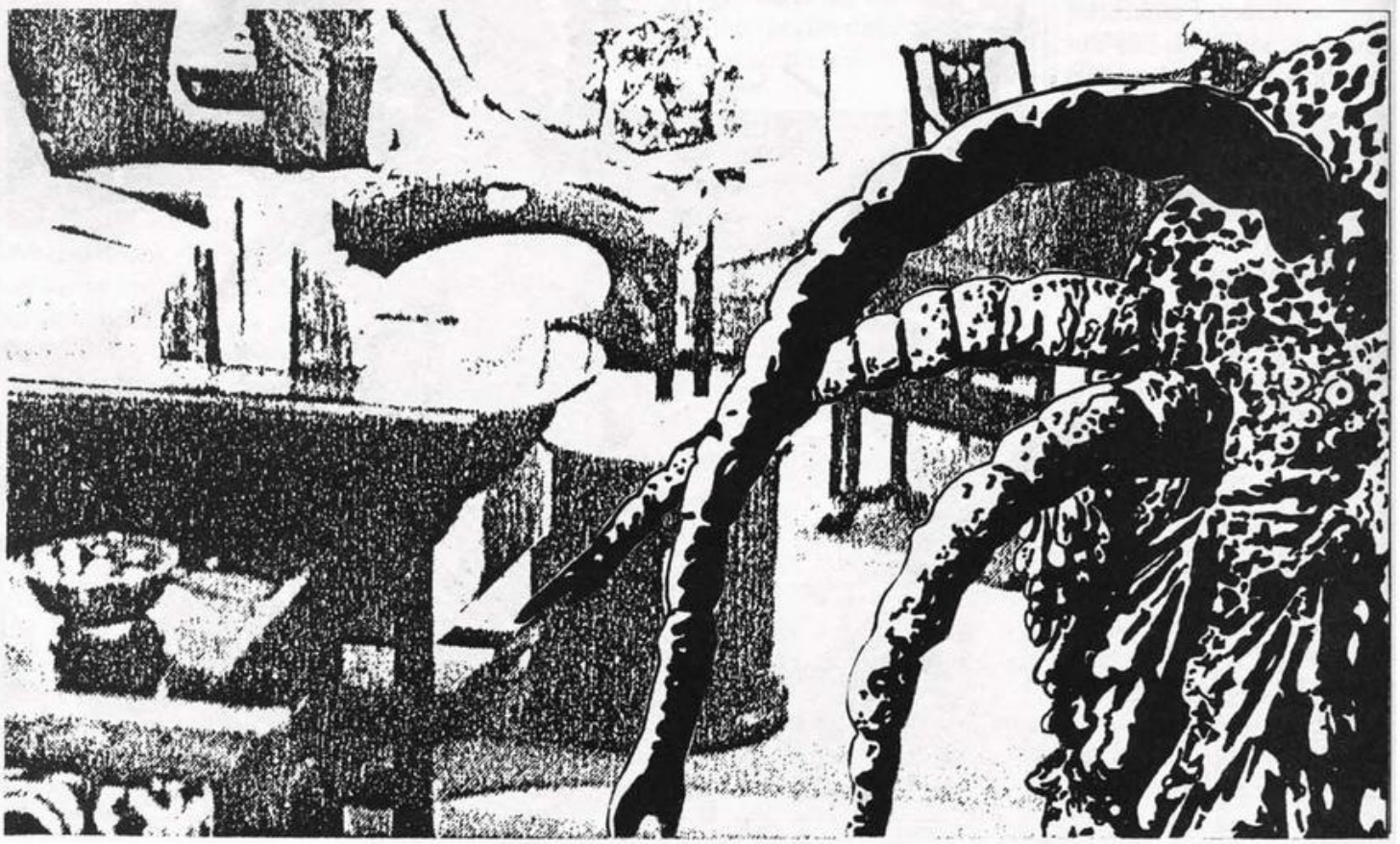
If the P.I.s snoop around the Motel they may find the Arcturan's holographic projector, laser-gun (used to melt the rocks), and other alien equipment. The Editor should provide enough evidence here to make the P.I.s suspect a hoax. If the P.I.s follow the alien they will catch it scattering pieces of spurious debris about during the night.

ENDING THE STORY

How does this sample Story end? It depends on what the P.I.s do. If they catch the Arcturan in the act and threaten to expose its scam, the alien will try to make a hasty retreat to his basement, where it keeps a portable teleportation device that it can use to return to Arcturus.

If they corner the alien before it can teleport home it might get desperate and attack the P.I.s in its natural form (a tentacled blob of protoplasm), in which case they might have to fight their way out. Either way the P.I.s have their Story, and can call it in and earn their bonus.

So much for the sample. Now back to the rules...



An Arcturan in its natural form.

ASSIGNING THE STORY

Once the parameters and details of the Story have been established, the Editor then gives the players their assignment. The assignment incorporates the results of the first two die rolls; i.e., *What Happened*, and *Where it Happened*. It's the Investigators' job to find out *Who Did It* and *Why it Happened*, and to get the Story.

DEADLINES

All Stories have a Deadline — a date by which the P.I.s must complete their investigation and give the Editor the results. Deadlines can range from a day or two to a week or even longer, depending upon how much travel time and investigative work may be needed to get the Story. If the P.I.s miss the Deadline they could lose their Bonus money. If they miss a couple of Deadlines in a row they could be looking elsewhere for a new job.

TRAVEL ARRANGEMENTS AND EXPENSES

Part of the Editor's job is to make all initial travel arrangements for the P.I.s, and to allocate whatever funds may be needed to cover their basic expenses and lodging. Since it is the Editor's Tabloid that is footing the bill, it's important that expenses be kept to a minimum. When allocating funds for P.I. travel expenses, Editors should follow these guidelines:

• Never let 'em fly when they can drive.

• Always book accommodations in the cheapest and weirdest places, like Vern's Discount Motel, the Stumble Inn, the One-Star Hotel, etc.

• Never use a major airline when there are perfectly acceptable (and far less expensive) alternatives. Book flights on carriers with names like Amelia Earhart Express, Fly-By-Night Airlines, Cut-Rate Air, Kamikaze Airlines, and so forth.

• Never offer per diem money for the P.I.s' meals, gear, or other miscellaneous expenses. Hey, what do you think they have salaries for, anyway?

P.I. SALARIES AND BONUSES

At the end of each week of game time the Editor makes out the P.I.s' paychecks. A P.I.'s check should include his or her base salary plus an equal share of any Bonuses earned for getting Stories — minus any unexpected expenses, of course. Recent cost cutting measures dictate that these expenses shall also be kept to the bare minimum, as follows:

• **Base Salary:** $200 per week.

• **Bonus for Front Page Headline News:** $350-500

• **Bonus for Front Page News:** $200

• **Bonus for Feature Story:** $100

• **Bonus for Human Interest Stories:** $50

• **Bonus for Filler Stories:** Yeah, right.

THE EDITOR'S BEST FRIEND: THE TABLOIDS

While the Instant Story Generator™ is a truly wondrous device, Tabloids such as the Weekly World News and the Sun are without peer as a source of ideas for PANDEMONIUM Stories. If you don't already read these fine publications, you should go out and purchase a few as soon as possible. Don't worry about what your neighbors might say about you — they probably read the Tabloids too.

A sample of the actual headline stories from the January 7, 1992 issue of the "Weekly World News" includes these incredible stories:

• *Egyptian City Found Buried North of L.A.!*

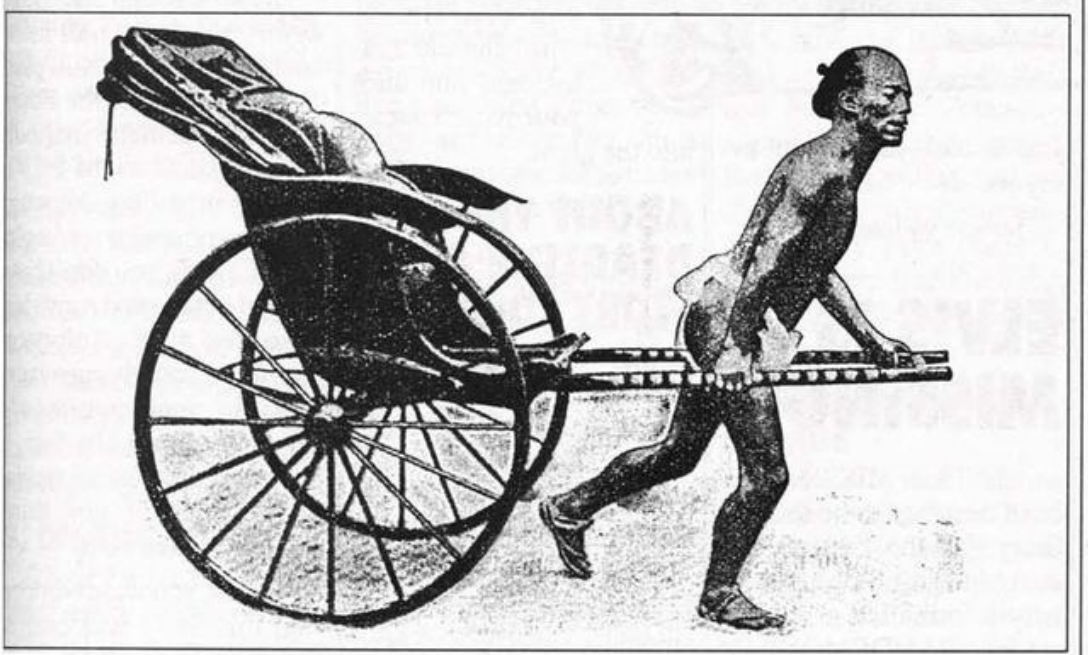
• *Doctors Deliver Baby Frozen in 1423!*

• *Is the Ghost of a Snake Haunting my Bathroom?*

• *Woman Hasn't Aged in 29 years! Medical Marvel!*

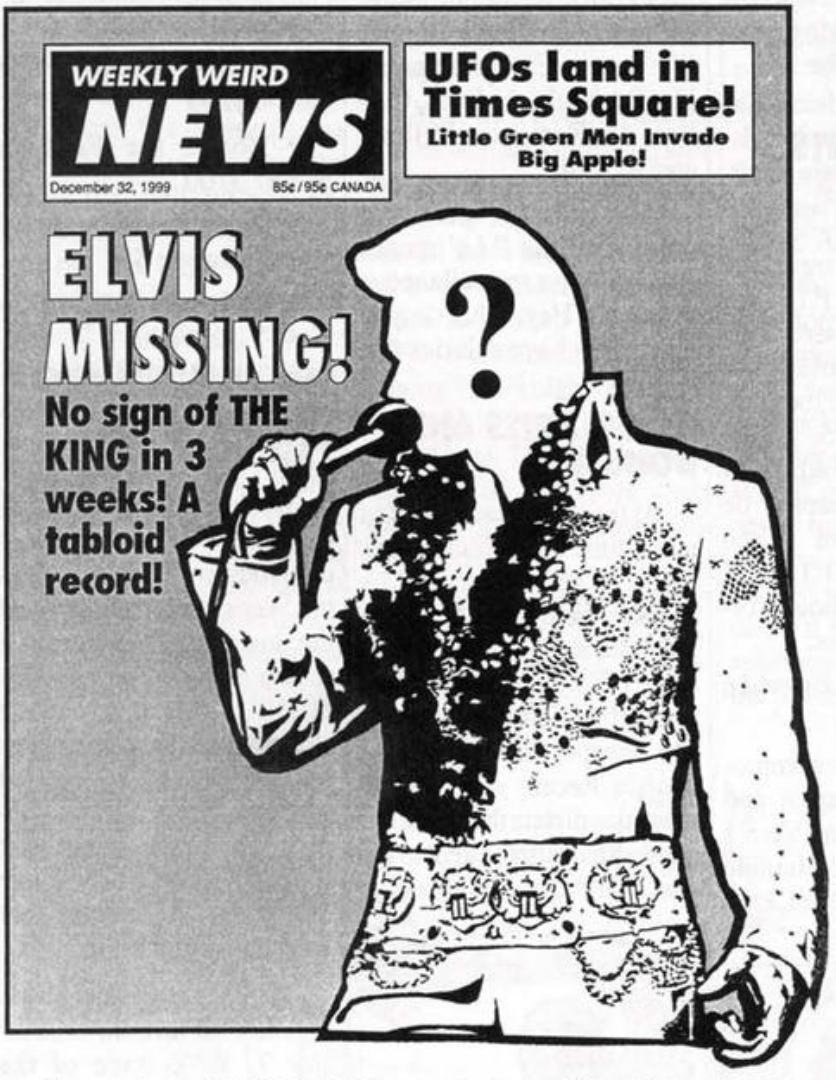
• *Dead Pig Brought Back to Life in High School Biology Class!*

You just can't beat stuff like this...



Cheap travel arrangements

INTRODUCTORY STORY



The makers of this book have thoughtfully provided a sample Story that can be used as your introduction to PANDEMONIUM. Give it a go, and see how you do. If you mess-up, don't worry about it. It's just a game, right?

Well, isn't it?

WARNING!

This section is for the Editor's eyes only. If you're a player and you are reading this, get out NOW, or risk the humiliation of being exposed as a mere Mundane. Almost just as bad, you'll spoil everyone else's fun.

So see ya later.

ELVIS IS MISSING!

ELVIS IS MISSING has been designed to be the first Story that the P.I.s play. It covers most of the preliminary information needed to set-up a PANDEMONIUM campaign, and introduces the P.I.s to their Editor and to the offices of the Weekly Weird News, the tabloid that they'll be working for.

THE EDITOR CHARACTER

For purposes of this Introductory Story, we have included a description of a "typical" tabloid Editor for you to use as your game persona. We recommend that you play this character for your first Story, rather than create your own Editor persona right away. Once you get the hang of what an Editor does you can always create you own character, if you prefer. Then you can simply "fire" the old Editor, and introduce your own character into the game.

ABOUT THE DEADLINE & STORY LOCATION

The deadline for this Story has been based on the assumption that the P.I.s would need about three days of travel time and another two days to investigate the Story.

The Editor should feel free to increase or decrease the amount of travel time allowed based on how long it would take the P.I.s to get to Milwaukee from your home office.

If you happen to live in Milwaukee you should either change the location of this Story or have the P.I.s start from some other place. Otherwise you may have to delete the Road Encounters.

EDITOR CHARACTER (EC) STATS

The stats provided for most of the Editor Characters that appear in this Story were designed for use with the E-Z Rules version of PANDEMONIUM.

If your group is using the Very Complicated Rules you may want to increase the stats for some of the ECs in order to make them more challenging to your players.

HOW TO PLAY THIS STORY

Read through the Story *before* playing it. All information that appears in plain or bold type is for the Editor only. Information that should be read aloud to the P.I.s is printed in italics. Although we recommend it for beginning Editors, you don't have to read out the text provided. If you feel more comfortable reading it and giving a summary in your own words, that's cool, too. In fact, it sounds more natural and interactive, so if you think you're up to it, do it.

In case you were wondering, this Story was created using the Instant Story Generator and a healthy dose of Editorial license.

STORY SYNOPSIS

The following is a brief overview of this Story, in outline form.

BACKGROUND

This section contains background material on the offices of the Weekly Weird News, the tabloid that the P.I.s will be working for. The stats and info for the staff members are for the Editor's eyes only, so don't read any of this stuff to the players.

1. INTRODUCTION

The Story starts with the P.I.s getting together at the home office of the Weekly Weird News. They'll get a chance to meet a few of the News staff, and of course, the Editor (that's you, bub).

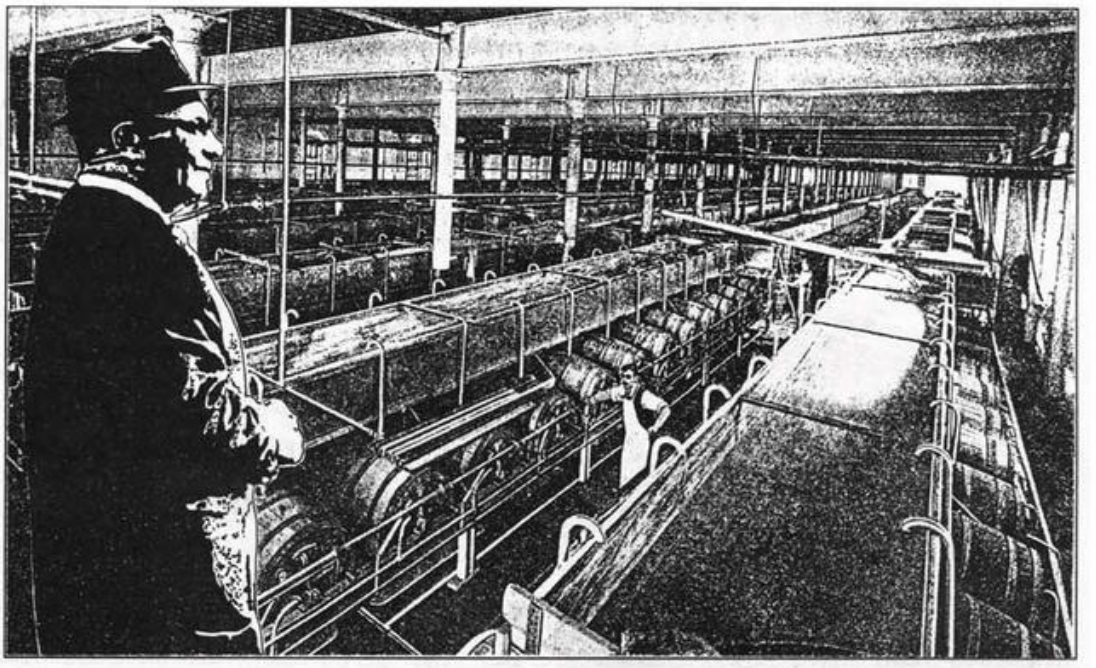
2. THE ASSIGNMENT

The Editor gives the P.I.s their first assignment — a Missing Person Story. The Missing Person in this case is Elvis, who hasn't been seen in over three weeks — a record for the tabloids.

The Editor tells the P.I.s that Elvis was last spotted in a SuperSaver supermarket located on the outskirts of Milwaukee. He informs them of their travel arrangements, gives them a photo of Elvis for reference, and sends them out to get the Story.

3. ON THE ROAD

The P.I.s hit the road in their rental car, bound for Milwaukee. Along the way one of the P.I.s will have an Out of Body Experience that will provide them with a valuable clue. They'll also have an encounter with a mysterious black car, and get caught in a fall of Forteana.



4. VIVA MILWAUKEE

The P.I.s arrive on the outskirts of Milwaukee. At the SuperSaver supermarket they can interview the assistant manager—a long-haired kid named Spike who looks like a Satanic Cultist, but is quite harmless (in fact, this is a false lead intended to throw the P.I.s off the trail).

Spike says a guy who looked something like Elvis used to work at the supermarket, but was fired by the new store manager — a certain "Mr. Smith" — about three weeks ago. Spike doesn't know why the guy was fired, and tells the P.I.s that if they want more information they'll have to come back the next day when the manager will be in. Meanwhile, the P.I.s have some time to look around town.

5. THE FORTUNE TELLER

The P.I.s may find a fortune teller in town — Madame Esmeralda, who charges $50 for a reading. She is one of the Enlightened, and has some information that the P.I.s may find useful.

6. THE VENUSIANS

This is an optional encounter that can be introduced if the P.I.s need help with their first Story. The Venusians regard L-Viz as a benign, Buddha-like entity, and are alarmed by his disappearance. They have come to Earth to help find the King, and will assist the P.I.s if asked.

7. THE ABANDONED GARAGE

One way or the other the clues should lead the P.I.s to an abandoned garage near the SuperSaver supermarket. Here they will discover that the manager of the SuperSaver supermarket is really a Replicant — an artificial being created by the Martians, under the psychic control of the Martian Mastermind. "Mr. Smith" and the other Replicants under his command have captured Elvis, and are attempting to brainwash him.

8. CONFRONTATION

In order to rescue Elvis the P.I.s will have to defeat a group of Martian Replicants. Expect a fight.

9. RESOLUTION

Once the P.I.s have overcome the Replicants and freed Elvis they will learn what Elvis was doing in Milwaukee, how he got captured, and what the Martian Mastermind had planned to do with him.

10. END OF STORY

The P.I.s can get their first Story – a Front Page scoop worth at least $350–and also save the world from the heinous machinations of the Martian Mastermind. Not a bad day's work...

BACKGROUND: THE HOME OFFICE

The following section describes a setting that the Editor can use as a jump-off point for PANDEMONIUM Stories — the home office of the Weekly Weird News, the tabloid that the P.I.s will be working for.

This setting can be located anywhere the Editor likes. However, the best location for the home office is in your own home town or city. You and your players are familiar with the location, and all the local places of interest (Mundane and not-so-Mundane).

Need more detail? Stop in at a local gas station and pick up a map. Choose a street at random, or even use your own home address if you like.

How E-Z can it get?

Your home town is also a convenient place for the home office because it's populated by a full cast of neighborhood characters — from Enlightened folks like yourselves to the usual assortment of jokers, wise guys, weirdos, and just plain Mundane folks that can be found in anybody's home town.

You always suspected that your nextdoor neighbors were aliens, didn't you? And what about that strange old lady who wanders around town talking to herself? Is she some kind of Walk-In, or what?

I think you get the picture...

OTHER OPTIONS

If you'd rather not have the home office located in your home town for some reason, pick another place that you and your players know something about and make that the location.

Now wasn't that a helpful piece of advice?

OFFICES OF THE WEEKLY WEIRD NEWS

The following floor plan shows the basic layout of the Weekly Weird News office. More detailed information can be found in the next sections.

FIRST FLOOR

The offices of the advertising and circulation departments are located here. There's an old black & white printing press in the back room, and behind this a loading dock where stacks of the News are packed into trucks for delivery.

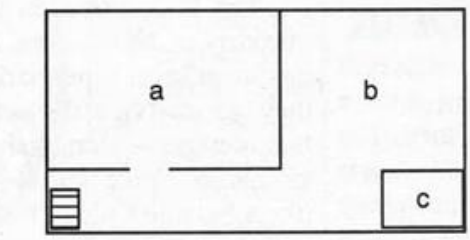
SECOND FLOOR

The Editorial offices of the Weekly Weird News are located here. See the next page for details.

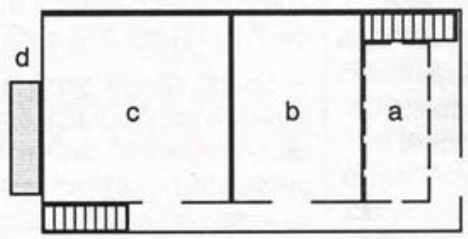
BASEMENT

The basement of the building is crammed with old cardboard boxes and filing cabinets filled with back issues of the News, old story and photo files, and all sorts of odds and ends. This place is referred to by employees as the Morgue, or the Dead Files.

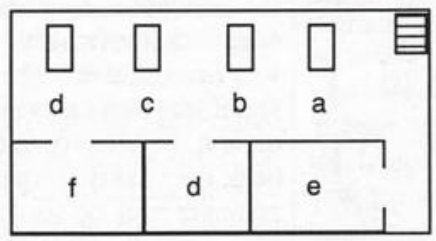
Offices of the Weekly Weird News



Basement
a. Morgue
b. Storage
c. Sealed room (?)



1st Floor
a. Reception area
b. Advertising & Circulation
c. Press
d. Loading dock



2nd Floor
a. Frizz's desk
b. Louise's desk
c. Eddy's desk
d. Irv's office
e. Al's office
f. storage

BACKGROUND: EDITORIAL OFFICES

The following section contains background information on the second floor offices that are located adjacent to the Editor's Office.

This information may or may not be of use to the P.I.s in this Story, depending upon whether or not they decide to interact with the Editorial staff. Even if the players don't use this material this time, it will probably come in handy in the future.

THE STAFF

The staff of the Weekly Weird News is comprised of an odd assortment of characters, to say the least. The following descriptions provide some background information on a few of these characters:

LYDIA

Lydia is the receptionist for the Weird Weekly News. She takes all incoming calls, and sometimes secretly listens in—after "accidentally" forgetting to hang-up on her end. What she can't find out through basic snooping she can discover through a surreptitious mind scan or two. As a result, she knows just about everything that goes on at the News, and is the best source of office gossip and inside information.

Smart P.I.s who want to get on her good side can do so by buying her a diet soda or a pack of Twinkies.

You should play the Lydia EC as a pleasant if somewhat scatter-brained lady, not unlike a younger version of the character of Edith Bunker in the old *"All in the Family"* TV show. However, Lydia is a lot smarter than she may appear to be.

STATS FOR LYDIA

Body	0
Mind	3
Spirit	1
Mundane Profession:	
Receptionist	3
Paranormal Talent:	
Mind Reading	2

FRIZZ

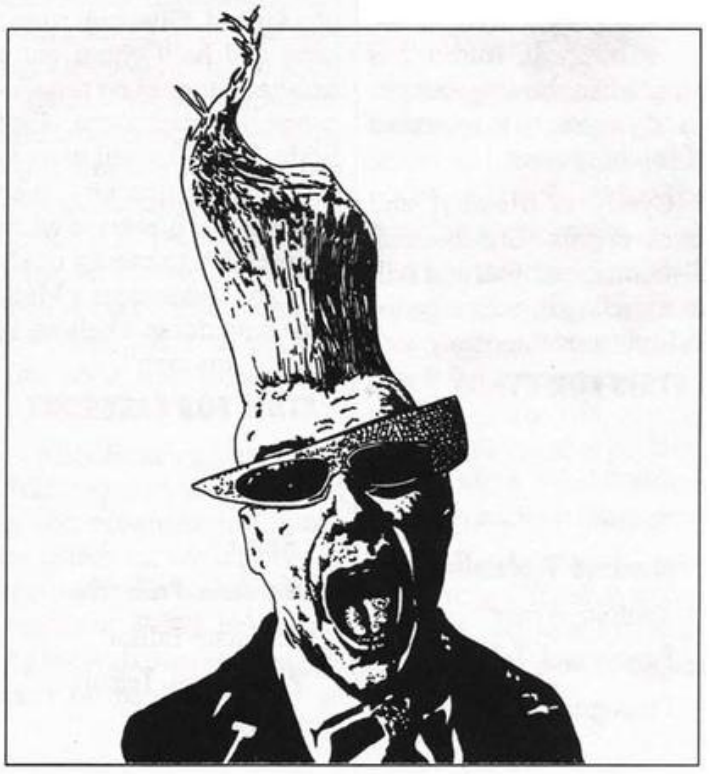
Frizz is a young guy with wild looking blue hair. Nobody at the office knows his real name (it's Harold Weems). He's in his mid-twenties, looks something like a punk rocker, and likes to listen to "industrial" music all day long on a pair of headphones.

Frizz is the only computer-literate person at the News. Formerly a P.I., he quit the job after a harrowing experience about which he refuses to talk (Frizz thinks that alien Reptoids are after him for a story that he investigated back in 1989).

He now works in the office full time, and is in charge of the paper's layout. Frizz has a Secret Friend that he whispers to every now and then. The friend's name, as close as the human tongue can pronounce it, is Azmar. Azmar is haughty and self-possessed, and serves as Frizz's advisor on paranormal matters.

STATS FOR FRIZZ

Body	0
Mind	3
Spirit	0
Mundane Profession:	
Graphic Designer	3
Paranormal Talent:	
Secret Friend	3



Cyndy and Su Lin in the Offices of the Weekly Weird News

CYNDY

Cyndy Regal is a staff writer who some say possesses psychic powers. She handles the Celebrity beat, and has connections in the movie business. Rumor has it that when she was younger Cyndy appeared in a number of "blue" movies.

Cyndy is friendly, and loves to talk. She collects Elvis memorabilia, and will do a reading in exchange for an Elvis souvenir of any sort.

STATS FOR CYNDY

Body	1
Mind	2
Spirit	3
Mundane Profession:	
Tabloid Writer	1
Paranormal Talent:	
Precognition	3

EDUARDO JOHNSON

Eduardo a black male who looks to be in his fifties. The Assistant Editor of the News, he's regarded as something of a legend. Give him rough copy and he'll churn out a finished Story in no time — hence his nickname, Fast Eddy. The P.I.s will want to get to know this guy, who can be a real life-saver when the pressure to meet a deadline is on. Eduardo is a Mundane who doesn't believe in "any of this crap".

STATS FOR FAST EDDY

Body	1
Mind	3
Spirit	3
Mundane Profession:	
Assistant Editor	2
Paranormal Talent:	
None	

SU LIN

A young woman of Chinese-American descent, Su Lin is the paper's Photo Editor. She just got out of college last year, and is only working at the Weekly Weird News until she can get a better job at "a real newspaper". Shy and introverted by nature, she possess the Paranormal Talent, Automatic Writing, but is as yet unaware of her abilities.

STATS FOR SU LIN

Body	2
Mind	2
Spirit	0
Mundane Profession:	
Photo Editor	2
Paranormal Talent:	
Automatic Writing	0

IRVING R. DERSHOWITZ

Irv is the paper's resident legal advisor, whose job it is to handle the many lawsuits that are filed against the News each year. Irv's a busy man who generally doesn't have time for small talk. However, if the P.I.s offer to bring him his favorite lunch from the local deli ("a nice head cheese on rye with horse radish and slice of bermuda onion") he will usually spare a minute or two.

STATS FOR IRVING

Body	0
Mind	3
Spirit	0
Mundane Profession:	
Lawyer	2
Paranormal Talent:	
Collector(box tops)	3

AL GAVONE

Al is the Editor of the Weekly Weird News, a position he's held for the last ten years. He's a heavy-set, hard-boiled, cigar smoking guy who appears to be in his late 40's. Al is usually dressed in a rumpled grey suit, a white shirt dotted with coffee stains, and a tie that is at least ten years out of style.

Prior to becoming Editor Al worked as a P.I. for over fifteen years. He's seen and done it all, and knows the ins and outs of the tabloid biz. In other words, P.I.s who try to pull a fast one on Al will be in for big trouble. Al doesn't take crap from anyone.

The receptionist, Lydia, says that Al's gruff exterior conceals a softer side. If so, she's the only one who can see it. The others jump whenever Al says anything, though Al never yells at Eduardo, who he's known for years, ever since the two were P.I.s together.

EDITOR'S NOTE:

Everybody in the office refers to the Editor as "Chief". However, they don't call him this to his face because they know that Al hates this nickname.

STATS FOR AL GAVONE*

Body	9
Mind	9
Spirit	8
Mundane Profession:	
Editor	9
Paranormal Talent:	
Read Auras	9
Psychic Assault	9

* The high stats for Al Gavone reflect the awesome capabilities of Editors in general. This includes you.

EDITOR'S NOTE: PARANORMAL TALENTS IN THE OFFICE

While Paranormal Talents can have many advantages in the area of office politics, P.I.s should be careful when using them around the Weekly Weird News home office. They're not the only employees with such powers. Mind Control directed at a co-worker is strictly forbidden, for example. Anyone caught doing it is quickly summoned to Al's office and hauled out on the carpet. Second offenses are grounds for immediate dismissal.

Lydia can always detect Mind Reading attempts directed against her, since she has the skill herself. She doesn't take kindly to this, and will try to block such efforts. Lydia considers uninvited Aura Reads to be equally impolite. If anyone checks, she reads as friendly with a strong nimbus of blue light around her head. If the P.I.s do anything to upset her she'll bad-mouth them to the other employees, fail to pass along important personal calls, and generally make them feel unwelcome until the P.I.s apologize. A gift of Twinkies and a six-pack of diet soda will smooth her ruffled feelings.

Mind Reading attempts on **Frizz** usually yield a big blast of the ear-shattering music he listens to, which obliterates much of what he's thinking about. While he's wearing his Walkman his thoughts can't be read, which is as Frizz prefers — he still believes that hostile aliens are after him.

Aura Readers discover that Frizz has two distinct auras: a basic friendly aura, and something that looks like a small blue imp, superimposed over his own aura. The second aura is that of his Secret Friend, Azmar, an entity from the Sixth Dimension.

If P.I.s decide to try a Mind or Aura Read on **Cyndy**, she says, *"I knew you were going to do that. Now you cut that out."* She's anticipated them with her Precognition talent.

Eduardo's aura is friendly and Mundane. His thoughts are usually focused on the task he's directly involved in at the time.

Su Lin's aura is similar to Eddy's — there is as yet no trace of her Paranormal Talent. Her thoughts are usually daydreams about working at The New York Times or The Washington Post—anyplace but the Weekly Weird News.

Irving's aura is also Mundane but is a shadowy grey in color, which for a lawyer is not bad. Chances are he'll be thinking about lunch.

The Editor can sense Aura Reading attempts, since he does them himself on all new P.I.s. He resents any intrusion into his space, whether physical or psychic. The thought Mind Readers typically pick up from him:

"If I wantcha to know something, I'll tell it to you straight, you won't have to read my mind! Now butt outta my cranium!"

INTRODUCTION

So much for background material on the Weekly Weird News. Now its time to get started with the Introductory Story.

Read through the next paragraph and fill in the blanks as desired to establish the setting for your Home Office. When you're ready to start the Story, begin by reading this piece to your players:

The home office of the Weekly Weird News is situated in an old store front located on _____
STREET ADDRESS

in _____
CITY OR TOWN, & STATE

When you walk in the front door the first person you see sitting behind the counter is the receptionist, a middle-aged spinster with horn-rimmed glasses and a bee-hive hairdo. The name plate on her desk identifies her as Lydia Chutney.

Lydia says: *"Welcome to the offices of the Weekly Weird News. My name is Lydia. How can I help you?"*

If the P.I.s introduce themselves Lydia will nod politely, smile, and shake their hands. She'll ask the P.I.s to hold on for a minute while she calls the Editor. She makes the connection on the circuit board and talks into the receiver:

"Mr. Gavone, the new P.I.s are here."

A few seconds later Lydia will direct the P.I.s to a flight of stairs that leads to the Editorial Offices on the second floor.

She says: *"The Chief is expecting you. Just go upstairs and take a right — it's the first office on your right.*

As the P.I.s leave she adds: *"Have a nice day."*

When the P.I.s go upstairs to meet the Editor, read the following:

The stairway, like the rest of the building, has seen better days. The lovely "1950's-era "hospital green" paint is peeling off the walls, the hand railing is loose, and the rubber treads on the steps are worn and cracked. You hear the clatter of typewriters, and the reek of decades-old cigar smoke hangs in the air.

Arriving at the top of the stairs you see what passes for the Editorial Offices here at the Weekly Weird News. There are several old wooden desks for the staff writers and three artist's tables where the paper is put together.

The whole area is crowded with stacks of papers, discarded coffee cups, ashtrays overflowing with butts, and various odds and ends.

Seated around the room are a half-dozen staff writers and other personnel. All but one, a gaunt young man with a shock of electric blue hair, are using old fashioned Smith Corona typewriters. The blue-haired guy has an old Compaq computer and a dot-matrix printer crammed onto his desk, leaving no room for anything else.

Irving and Eddy on the job.

THE EDITOR'S OFFICE

Read this to the players when they arrive at the door to the Editor's Office.

Turning right down the hall you come to a door with a smoked glass pane. Stenciled on the glass are the words:

AL GAVONE,

MANAGING EDITOR

As you approach the door you hear a loud voice from within: "I don't give a crap what the problem is. The deadline is 10:00 tonight, as in today. Am I making myself clear, here? Or do I need to remind you about the last P.I. who missed a deadline on me? In case you don't remember, you can find him at his new job, over at McDonald's. I hear they promoted him to the french fry department last week. Do I have to draw a picture for you? Then get off your butt and get moving!"

When the P.I.s knock on the door, the Editor answers:

"Yeah, come in."

When the P.I.s enter, show them the picture of the Editor's Office (below) and read the following:

Sitting behind a heavy wooden desk cluttered with papers is a heavy-set man in his late forties, wearing a rumpled suit, a hopelessly out-of-style tie, and a terminally crabby expression. It looks like he's trying to light a fat cigar while simultaneously popping a handful of antacids into his mouth.

As soon as he sees the P.I.s Al frowns and says:

"You the new P.I.s, or is this a reunion of the Brady Bunch?"

After this cheery greeting, the Editor will introduce himself to the P.I.s:

"The name's Al Gavone, like it says on the door."

Al will offer to shake hands with the P.I.s and ask them their names. He won't seem particularly impressed by the P.I.s, whom he regards as rookies. As he shakes each P.I.'s hand, he does a quick Aura Read—P.I.s who possess the Paranormal Talent, Aura Reading, may sense that this is being done to them (roll on the Fate Table vs Mind rating). Al always checks out rookie P.I.s before sending them out into the field.

If any of the P.I.s do an Aura Read on Al they'll see a white light of powerful intensity (underneath that gruff exterior he's a good guy), and will get the following response from Al:

"Hey you, knock it off!"

If the P.I.s refer to Al as "Chief", he hollers:

"Don't call me Chief!"

THE ASSIGNMENT

When the introductions have been completed the Chief will give the P.I.s their first assignment.

"Alright, listen up. Here's the scoop: we got a Missing Person Story that I want checked out. In this case the Missing Person happens to be somebody you might have heard of. Does the name, Elvis, ring a bell? I kinda thought so.

"It seems that Elvis hasn't been seen in over three weeks —that's some kind of record for the tabloids, and our readers are getting worried. Apparently, the big guy was last spotted in a supermarket located on the outskirts of Milwaukee —at least, that's what we've been told. I want you to get out there and take a look around —talk to some people, and find out what's going on.

"In a nutshell, I want this story, and I want it by the end of the week. Your deadline is Friday, 10:00 PM — that gives you five days to get there and do your job. Call Editorial as soon as you got something, and they'll write it up."

The Chief hands the P.I.s a manila envelope and says:

"In the envelope is an 8 x 10 photo of the King, which you can use for reference, and the keys to a rental car— yeah you heard right, you're gonna have to drive out there. What'd you expect, first class tickets on the Concord? In the glove compartment are directions to Milwaukee and a map of the area. The supermarket where Elvis was last seen is circled in red.

"Since you're new on the job and you haven't had a chance to draw any pay I'm giving you a travel allowance of $300 —don't blow it all in one place, and don't get used to the idea of getting money from me in advance. I expect to see a receipt for every dime you spend, understand? Any questions?"

The Chief will answer a couple of simple questions, if the P.I.s have any. Then he'll say:

"Alright, that's it. Your rental car is parked out back, near the dumpster. Hit the road, and get me that story."

When the P.I.s leave to go find their rental car, read the following:

In the parking lot, parked next to the dumpster, is a 1976 Pinto. The car sports a bilious green paint job, has a few dents in it, and shows signs of rust around the wheel wells. There's a sticky-note on the window that says: "Welcome to the P.I. biz". It's signed by Al Gavone.

Opening the car door:

The interior smells of stale cigarette smoke, thinly disguised by an air freshener that looks like a plastic pine tree, which hangs from the rearview mirror. The green vinyl seats are faded and worn, and you can feel the springs pushing up from below. On the plus side, the car has a full tank of gas and a decent set of tires.

The car starts on the first try, and sounds like it's in decent running condition. All things considered, you could've done worse. Hey, at least they didn't give you a Gremlin...

ON THE ROAD

The P.I.s should already have everything they need to start this Story: a car with a full tank of gas, directions to Mliwaukee, a map, and the photo of Elvis.

If they want to buy anything else or make any other preparations before leaving, the Editor should allow them to do so. Just make sure that they keep track of their expenses, and deduct any money that they spend from their personal finances or the meager expense money provided by the Chief.

When the P.I.s hit the road ask them who will be driving first, and for how long. Keep track of who's at the wheel—some of the upcoming Road Encounters will focus on the driver, and you'll need to know who that is.

TRAVEL TIME

The maximum "safe" cruising speed for this rental car is about 60 miles per hour. If the P.I.s try to push it past 70 MPH, the engine starts making a weird "knocking" sound and starts burning oil like crazy.

If the P.I.s take turns driving and sleeping without stopping to rest they can cover about 1200 miles in a 24 hour period. However if they do this for more than one day the P.I.s will soon become exhausted, and will need to get some sleep.

GAS & MPG

The P.I.s' rental car is not particularly fuel efficient, and will only go about 200 miles on a full tank of gas. To keep it simple, figure the cost of a fill-up plus oil to be about $20.

MILEAGE CHART

Approximate mileage from major North American cities to Milwaukee:

Boston	1050
Chicago	395
Detroit	525
Houston	1255
Los Angeles	2150
Miami	1400
Minneapolis	310
New Orleans	1000
New York	875
Philadelphia	830
Seattle	1935
Washington DC	785

OVERNIGHT ACCOMMODATIONS

A cheap (and probably pretty scary looking) motel room will cost the P.I.s about $20-30 per night. Better accommodations can be arranged for 2-4 times this amount, if the P.I.s are feeling extravagant.

ROAD ENCOUNTERS

Describing the entire trip to Milwaukee would be both time consuming and incredibly monotonous.

For this reason a good Editor will skip the boring stuff and focus only on the highlights — a handful of short encounters and events designed to give the players something interesting to do until they get to their destination. Episodes of this sort will usually fall under one of the following general categories:

- **information:** a clue, rumor, source of inside info, etc.
- **obstacles:** intended to slow down, confuse, or pose a threat to the P.I.s
- **ambience:** local color, humor, or anything that adds to the setting.

The following are three incidents that the Editor can introduce during the trip to Milwaukee. Once you've gotten more familiar with the PANDEMONIUM game you can improvise and create your own encounters as desired.

THE OUT OF BODY EXPERIENCE

After the P.I.s have been on the road for several hours you can introduce this episode. Read the following to whoever has been driving:

Maybe it's because you've been driving for a long time. Maybe you're just tired. Whatever the reason, you begin to feel a bit lightheaded, and sort of spacey. In your mind's eye you see your astral self floating free of your physical body, soaring upwards above the ground.

You seem to see a vision of some sort, but its too hazy to make out. Focusing in, you see someone — it's a man, perhaps in his forties or fifties, it's hard to tell — you notice that he resembles someone you've seen before —could it be... yes, it's Elvis —he seems to be in danger —grey shapes hover nearby —it looks like he's in a large room of some sort —you see what looks like a stack of metal cans or oil drums...

At this point interrupt the narrative, turn to the other P.I.s, and say:

Your driver seems to have fallen asleep at the wheel, and the car is veering sharply towards the median divider. What do you do?

The most likely response is that one of the P.I.s will grab the wheel. Have whoever does so roll a d10 on the Fate Table to determine whether the attempt is successful.

Don't forget to add any applicable bonus the P.I. may have for driving ability (if none, the modifier is "0"; subtract 3 for DDR for Very Complicated Rules). Consult the Fate Table for the results, then describe what happened to your players.

Even if the P.I. makes a bad roll, the worst that you should allow to happen is for the Pinto to skid out of control, carom off of the center divider, zig-zag back across the right lane, and finally

screech to a halt off the side of the road. No one will be seriously hurt, but the damage to the Pinto will cost at least $250 to repair. The original driver can then describe the vision, which you can now tell them occurred as a result of an Out of Body Experience (OBE for short).

As Editor, you might want to point out that the P.I.s also came close to having their first NDE — *Near Death Experience*. Your players will come to cherish these humorous asides, and bestow upon you the love and affection deserving of all PANDEMONIUM Editors.

AWARDING INSTANT KARMA POINTS

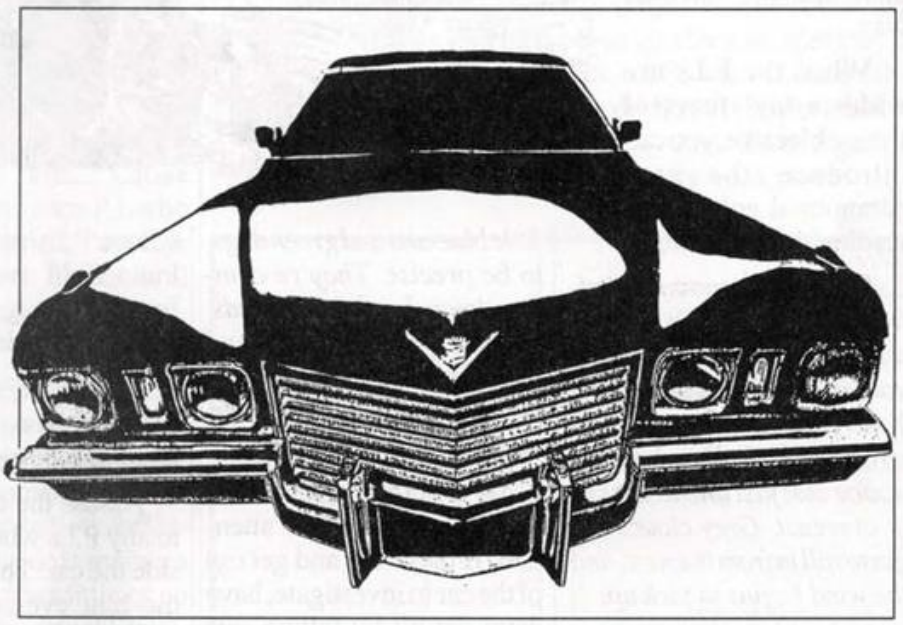
Once this episode has been completed it's time to award Instant Karma points. In this case the driver who had the OBE receives 1 point of Instant Karma for this Enlightening experience. So does the P.I. who grabbed the wheel and saved the others.

Tell the lucky wieners what they won, Editor, and have each of them record the additional point on their Character Cards. How's that for instant gratification?

MUNDANE ROAD ENCOUNTER

After the OBE, things quiet down for awhile. Tell the P.I.s that the hours pass uneventfully until nightfall. Then read the following:

It's pitch black out here — no street lights, and only an occasional passing car or truck to light the way. The temperature has dropped, and patches of fog drift slowly across the landscape. Suddenly you begin to suspect that you're being followed — you look in the rearview mirror and see a black car , following about a hundred yards behind the Pinto.



The darkness and fog make it impossible for the P.I.s to see who is in the black car at this distance. Neither can they make out any sort of license plate or other markings on the car. Don't tell them any more than this — if they begin to worry that it might be MIBs (Men in Black), all the better.

The black car will follow the P.I.s for miles, no matter where they go. If they try to lose it by turning off the main drag, their pursuer turns as well. If they try to slow down and let the car pass, the pursuing vehicle also slows down, maintaining a distance between them of about 100 yards.

If the P.I.s decide to just keep going as if nothing happened, or if they decide to pull over and see what's going on, go directly to *Avoiding Trouble* for details.

If the P.I.s try to lose the black car by speeding, read the following:

The Pinto speeds-up to 70 MPH. Over the sound of the engine knocking you hear a loud siren, then see flashing lights in the rearview mirror. Right about now you are beginning to realize that the car you've been trying to get away from is being driven by a state trooper. You hear a voice through the trooper's loud speaker: "You, in the green Pinto. Pull over and shut off the engine."

If the P.I.s decide to run for it, a high speed chase ensues. The trooper will call ahead and a road block will be set-up. Other cars will join the chase and sooner or later the P.I.s will get caught — providing they don't crash first. They'll be arrested and will have to spend the night in jail with a handful of drunkards and trouble makers.

The $300 in expense money will just about cover their bail, and they'll be invited back for a court appearance in two weeks. You can bet that the Chief will be real impressed...

Should the P.I.s decide to act in a law abiding manner and pull over as ordered, the results will not be quite as bad. Read the following:

The state trooper gets out of his patrol car in a minute or two and walks over to your car. He is a large, well-built black male in his early thirties. The name on his badge says R. Jones. He does not sound very friendly when he says: "License and registration."

STATS FOR OFFICER JONES

Body	3
Mind	2
Spirit	0

Mundane Profession:

State Trooper 3

Paranormal Talent:

None

Officer Jones is in no mood to hear excuses. As soon as the driver hands over the license and registration he goes back to his car to check the information. He returns a minute later. Read:

Officer Jones comes back and hands you a pink slip of paper — a speeding ticket, which will cost you a quick $100. Since you are from out of town he expects to be paid now.

If the P.I.s pay they will be allowed to go on their way. If not, Officer Jones will explain that he has no choice but to take them in until they can make arrangements to pay the fine. One way or the other, the P.I.s must pay-up.

AVOIDING TROUBLE

The best way for the P.I.s to avoid getting in trouble is to stay cool. If they just keep going as if nothing is wrong the black car will eventually pass them, at which time the P.I.s will see that it is a patrol car. If they pull over, so does the trooper. He'll come over to the car just to see if everything is all right — troopers patrol this stretch of the highway every night, checking for stranded motorists, and this is just a routine check.

AWARDING INSTANT KARMA POINTS

If the P.I.s stayed cool and avoided the ticket, give each 1 point of Instant Karma. If not, tell them how they could have avoided trouble in this case — hey, its their first Story, so cut 'em a little slack. You'll have plenty of opportunities to torment them once they've been playing PANDEMONIUM for awhile.

BIZARRE WEATHER AHEAD

After the last episode, things calm down for awhile. Give the P.I.s some time to relax, stop and get gas, and maybe spend a night or two in a cheap motel. Here, people might look at them strangely, particularly if the P.I.s happen to be strange looking folks.

However, nothing of note is likely to occur — sure, they may meet a couple of Mundanes, but that's about it. Have the players deduct the cost of motels and meals from their funds and keep them moving on their way.

When the P.I.s are within a day's travel of their objective, you can introduce the next paranormal episode by reading the following:

It's mid-afternoon — traffic is light, there's hardly anybody on the road, and you're making good time. You're driving down a long stretch of highway when you notice that just ahead the sky is overcast. Grey clouds begin to roll in from the west, and the wind begins to pick up.

If the P.I.s stop to investigate at a distance, they see nothing unusual except that it looks like it might rain. If they continue on their way, read the following:

You hear the rumble of thunder, and suddenly it begins to rain cats and dogs — little blue cats and green dogs, to be precise. They're coming down by the hundreds, bouncing off of the roof and windshield of your car as if they were made of rubber, and flopping all over the road.

Its a pretty safe bet that this will get the P.I.s' attention. If they stop and get out of the car to investigate, have them get hit by falling cats and dogs. After they've stepped out, tell them:

"These things hurt when they hit. Everybody outside the car takes a point of damage from your Body rating."

Give the players a moment to respond. Those whose P.I.s get back in the Pinto right away suffer no further damage. Tell those who stay outside:

"They're still pelting down at you, for another point of damage."

Assess the damage done to any P.I.s who remain outside the car. They should get the hint eventually. Otherwise they suffer the embarrassment of being laid out by gummi candies.

The rain stops a few minutes after the last P.I. gets back in the car. If they get out of the car again to study this phenomenon at close range, read the following:

At close range you can see that the cats and dogs that fell from the sky aren't real animals, but some kind of weird gelatinous substance shaped like cats and dogs. They're already beginning to dissolve, leaving little puddles of blue and green slime. These seems to be evaporating at a rapid rate now that the clouds have passed and the sun is out.

If the P.I.s have a jar or a coffee cup with a lid they can collect a sample before it totally evaporates. If they have a camera, they can take a picture. If so, they can sell the evidence to the Weekly Weird News and pick up a few extra bucks (treat this as a Feature Story, worth $100).

If the P.I.s taste the samples, they realize that these are gummi candies badly mushed up by exposure to the elements, including acid rain. Close scrutinization by any P.I. who has an appropriate Past Life or Paranormal Talent will reveal that this stuff is a variety of Forteana.

The Encyclopedia Paranormal provides a few possible clues to the origins of such phenomena. Though the P.I.s may believe otherwise, this episode is mainly a curiosity, and has little or no bearing on the actual Story.

AWARDING INSTANT KARMA POINTS

Any P.I.s who think of photographing and/or taking samples of the Forteana earn 1 point of Instant Karma. Award any points earned right now.

VIVA MILWAUKEE

On the following day the P.I.s will arrive on the outskirts of Milwaukee. At this point the Editor should let the P.I.s decide how they will proceed. Read the following short introductory piece to them and then consult the appropriate sections as needed, based on what the P.I.s decide to do.

It's mid-morning when you pull into Milwaukee — the beer and bratwurst capital of the world. The first thing you notice is that for a city, this place looks a lot like the average American small town. There are a few modern buildings and a handful of "skyscrapers", but not many structures taller than three or four stories in height. Tacky looking billboards advertising various brands of beer are scattered throughout the city, the boldest claiming to have "made Milwaukee famous". Right.

The inhabitants look pleasant enough and pretty Mundane, at least on the surface. Middle-aged women stroll by in beehive hairdos and horn-rimmed glasses — Green Bay Packers fans walk around in their green and yellow caps, praying to the ghost of Vince Lombardi for a decent team next year. There doesn't seem to be anything especially unusual, or even particularly interesting, going on.

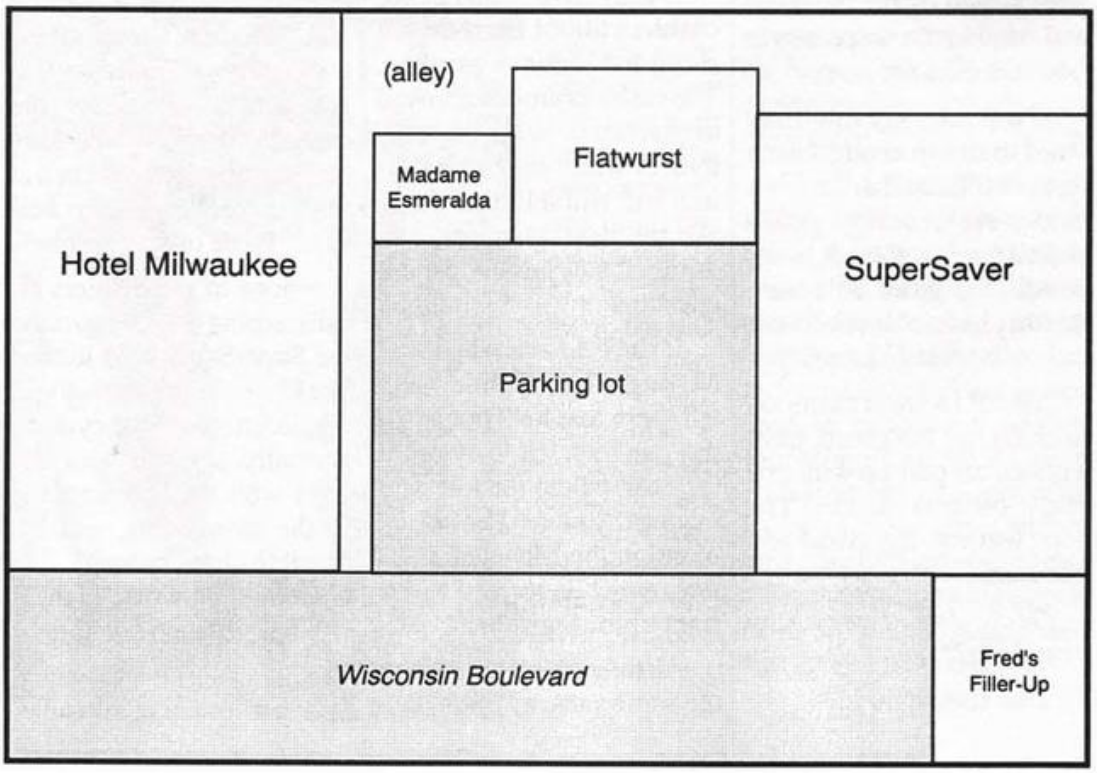
If the P.I.s check the map provided by the Chief they'll be able to locate the SuperSaver supermarket where the Elvis sighting reportedly took place.

THE SUPERSAVER SUPERMARKET

Read the following description when the P.I.s go to visit the SuperSaver supermarket.

The SuperSaver supermarket is located on the edge of town, in a rundown neighborhood comprised of old apartment buildings and storefronts. It's a sprawling, single story building constructed of concrete blocks with a false brick facade.

A garish, red and yellow plastic sign stands over the entrance; the plate glass windows haven't been washed in some time, and are plastered with Day-Glo orange signs that sport such slogans "Lo-Lo Prices", "Save SuperSaver Sertificates", and "SuperSaver Salutes Senior Sitizens".



Across the street is a gas station called Fred's Filler-Up, and further down there's a fast food joint called FlatWurst and some small stores that you can't see very well from here.

EDITOR'S NOTE: IMPORTANT INFORMATION!

Unless the P.I.s look around the back of the SuperSaver (through the alley), they won't see that there's an abandoned garage behind the supermarket (not shown on map). This is where "Elvis" is being kept.

If the P.I.s do go around the back of the SuperSaver, tell them they see a parking lot, an abandoned building of some sort with boarded-up windows, and the loading dock where the SuperSaver receives shipments of goods.

Don't go into detail about the abandoned building just yet — this is an important part of the mystery, and should be kept secret from the P.I.s for now.

If the P.I.s say that they want to snoop around back there, tell them that there's a heavy-set security guard posted nearby. If the P.I.s approach, the guard tells them that they have to leave because they're on private property.

If the P.I.s are in the mood to challenge the guard, have a police car pull-up with two burly officers inside. The cops wave at the guard and one asks:

"Hey, Joe. Everything okay here?"

That should do it.

If any P.I. tries to use the Paranormal Talent, Dousing, tell them that something in the area is causing a lot of interference — you might suggest that this could be due to all the heavy refrigeration equipment inside the SuperSaver. In reality, the interference is being caused by the alien apparatus inside the Abandoned Garage.

Whatever you do, don't let the P.I.s get into the Garage at this point, or the Introductory Story will be over in no time flat.

PEOPLE WHO WORK AT THE SUPERSAVER

Inside the SuperSaver the P.I.s will find the following persons:

THE CASHIERS

There are two types of cashiers in this store: young girls in their teens (Betty, Veronica) and middle-aged housewives (Doris, Sheila).

If the P.I.s ask any of the cashiers about Elvis they'll shrug and continue working. The cashiers are not allowed to fraternize with the customers while they're working, and will tell the P.I.s to ask the new Manager, Mr. Smith, if they have any more questions.

If the P.I.s ask where the Manager is the cashiers will tell them that he's not in today, and that if they want they can talk to the assistant manager, Spike. He can be found in the Manager's Office, which is located to the right of the registers.

All the cashiers have about the same stats, as follows:

STATS FOR THE CASHIERS

Body	1
Mind	1
Spirit	1
Mundane Profession:	
Cashier	2
Paranormal Talent:	
None	

TALKING TO THE CASHIERS

The cashiers get one 10 minute break in the morning, one in the afternoon, and a half-hour for lunch. During such times one or two of the cashiers will agree to talk with a P.I., as long as the P.I. shows some ID and is polite — an offer to buy lunch, for instance, will be well received. Should any P.I. take up this line of inquiry they may learn the following pieces of information:

• working at SuperSaver really sucks. The pay is terrible, the hours are long, and the new manager is *"a real jerk"*. If asked for specifics, the cashiers will only say that Mr. Smith *"gives her the creeps"*. If asked how long the new manager has been at SuperSaver the cashiers will say: "Three or four weeks".

• none of the cashiers recalls seeing anyone around the SuperSaver who looked like Elvis. However, they will be quick to add that they don't normally see much of the guys who work downstairs in the storerooms, and it's possible that someone like that could be working there without their knowledge.

• the assistant manager, Spike, is a petty thief. Unbeknownst to the Manager, he's been ripping off cases of beer and other stuff for months. The cashiers hope Spike gets caught, but are afraid to turn him in because *"He's into some kind of weird cult thing, or something"* (their words).

Paranormal information gathering doesn't help much here. All the cashiers have thoroughly Mundane auras. Mind Reading reveals an image of the clock on the wall, ticking away. Retrocognition reveals Doris and Sheila, their hair a little less gray, working, bored out of their minds, alongside a different trio of teenage girls. Precognition reveals them working, their hair a little more gray, alongside yet another three girls.

SPIKE

The assistant manager of the SuperSaver is a long-haired kid named Mike Warren — better known as Spike. Spike is a scuzzy looking guy who stands about six feet tall and has long brown hair and a beard. He has several tattoos on his arms, including a leering skull with a rose in its teeth, a black cross, a red devil carrying a pitchfork, and the number "666".

Spike has proven impervious to "Mr. Smith's" Mind Control powers. This might be explained by his Psychic Interference talent or the long-term brain cell depletion caused by his addiction to VOLT cola — to counteract the effects of the caffeine and sugar he smokes pot, causing him to look like a sedated nervous wreck with bloodshot eyes.

Spike wears a pair of spiked leather wristbands (from which he gets his colorful nick-name), and a Black Sabbath T-shirt that is partly visible under his grocery clerk's apron. His hands shake from the *VOLT* cola, and he should be role played by the Editor as if he is nervous — if the P.I.s mistakenly believe that this is due to the fact that he is hiding something, so much the better.

STATS FOR SPIKE

Body	1
Mind	2
Spirit	0

Mundane Profession:

Assistant Manager 3

Paranormal Talent:

Psychic Interferences 3*

* Spike is unaware of his talent; it goes on without his knowledge whenever a Paranormal Talent is used in his presence.

TALKING TO SPIKE

Spike is always in a surly mood — he hates his job and would rather be somewhere else. If the P.I.s talk to him they may learn any of the following pieces of information:

• If asked about Elvis, Spike will say: *"Yeah, a guy who looked something like Elvis used to work at the SuperSaver. He was in charge of restocking the Snack Foods section, I think. I heard the guy was fired three weeks ago by the new Manager, but I don't know why and I didn't task. Frankly, I don't really care."*

• Spike also hates the new Manager, whom he describes as a *"real butt-head"*. If asked how long the new manager has been at SuperSaver, Spike says *"about a month"*.

That's about all Spike feels like saying. If the P.I.s want more information he'll tell them to come back the next day when the manager will be in.

EDITOR'S NOTE: Spike may look and act like a Satanic Cultist, but he's not. This is a false lead intended to throw the P.I.s off the trail. However, he is a member of a weird group of guys who get together to eat potato chips, drink pop, and play a game in which they fantasize about running around in dark dungeons crawling with demons and dragons. See the Devil's Den, page 69.

THE STOCK BOYS

Three teenage kids (Melvin, Pablo, and Hank) work downstairs in the stockroom, unpacking crates of produce, canned goods, and sundry merchandise and restocking the shelves. The P.I.s can only talk to them if they sneak into the back of the store and go downstairs.

All the stock boys have about the same stats, as follows:

STATS FOR THE STOCK BOYS

Body	2
Mind	1
Spirit	0

Mundane Profession:

Stock Boy 1

Paranormal Talent:

None

TALKING TO THE STOCK BOYS

If questioned, the stock boys give much the same responses as the cashiers. They also hate their jobs and the new manager, and think that Spike is a *"dork"*. Their auras are neutral and mundane; their thoughts if read are about girls and cars, in that order. However, Hank and Melvin know something about the Elvis look-alike, who used to work downstairs with them (Pablo has only been on the job three weeks — he was hired to replace the guy who looked like Elvis).

If asked about Elvis, Hank or Melvin will give the following information: *"Now that I think of it, there was a guy who worked at SuperSaver who looked a lot like Elvis. His name was Larry, or Louie — we never really got to know him, since he was kind of quiet and usually kept to himself. I remember hearing him sing some kinda song like "You Ain't Nothin' But a Hot Dog", or something like that. We heard that the new Manager fired him but nobody said why. Maybe you should ask Mr. Smith about it when he comes in tomorrow."*

If the P.I.s ask about the abandoned building that's located behind the SuperSaver, the stock boys shrug and say: *"Its some kind of garage or something, but its been closed down since the recession. Nobody ever goes there."*

If a P.I. tries Retrocognition in the stock room, Spike picks that moment to wander in, wanting to hassle one of the stock boys out of boredom. If his Psychic Interference talent doesn't succeed in cancelling out the Retrocognition, the P.I. gets a clear image of a guy who looks a lot like Elvis sitting on a case of fried pork rinds. He's snacking on a big bag of chips and an extra large Coke, and looks quite content.

KILLING TIME IN TOWN

The P.I.s have some time to kill before they'll get the chance to talk to the store manager, who won't be in at work until the following day. Experienced role players will probably want to use this time to look around for clues — some may already have formulated a theory that they want to investigate.

If your players don't know what to do you might want to suggest that they see what else the town has to offer, then guide them to Madame Esmeralda's, where they'll find a good source of information.

Don't forget that the P.I.s have to eat, and will eventually need a place to sleep. Since the Hotel Milwaukee is the only place in town that isn't booked up with the Potato Chip Collector's Convention in progress, the P.I.s might have no choice but to find lodging here for the duration of their investigation. If the Hotel Milwaukee is not to their tastes, they can sleep in the Pinto, in which case they will wake up feeling stiff and achy.

The following are brief descriptions of several places of note that they might want to look into:

MADAME ESMERALDA'S

Madame Esmeralda's is a small storefront located down the street from the SuperSaver. The proprietor, who not coincidentally calls herself Madame Esmeralda (real name Mildred Chomsky), is a psychic who charges $50 for a reading. She is a 48 year old woman of Hungarian-American descent, who dresses like a gypsy fortune teller from the movies (in fact, her grandmother was a real gypsy). Mildred is one of the Enlightened, and her abilities are authentic.

If the P.I.s tell Madame Esmeralda what they do for a living, she'll give them a 50% discount as a professional courtesy. She is friendly and outgoing by nature, and knows a lot about the town and its inhabitants. She's even forgiving if a P.I. tries to read her aura or mind without permission; she's proud of her paranormal abilities and likes to see the impressed expression she invariably gets when someone reads her aura.

If asked whether she has noticed anything unusual lately, Madame Esmeralda will say only that she has felt an *"unknown force"* at work in the area. She doesn't know anything about the SuperSaver's new manager, though she feels that there is something very *"strange"* about him — and Spike as well.

If asked to do a reading on the new manager, Esmeralda will comply — for $25, of course. If the P.I.s fork over the bucks she'll start the reading. However, after several unsuccessful attempts to achieve a trance-state she will say:

"I'm sorry. For some reason I can receive no further impressions of this person. These things happen on occasion. However, since you have paid me I can attempt a reading on this Spike person, if you wish."

If the P.I.s want Esmeralda to do a reading on Spike, she'll do so at once. This time, after a moment or two of concentration, she goes into a trance and begins to speak in a strange voice.

Read the following to the players:

"I see the one called Spike... he is with several others like him, who regard him as their leader or master... they sit around a table at night, in the back room of a place called... it is the Devil's Den, here in town... they talk about demons, black magic, a cult... there is something about a human sacrifice... that is all I can see."

EDITOR'S NOTE

Madame Esmeralda's reading is accurate, though very misleading. Spike does indeed get together with "others like him" some nights, and they do talk about the things she said.

However, unbeknownst to either her or the P.I.s, what she is seeing is a meeting of a group of fantasy role players. They are playing a popular role playing game called Dungeons and Demons, and Spike is playing the role of Dungeon Master — hence the confusion about Spike being their "master".

This is a false lead designed to send the P.I.s off on a wild goose chase. If they decide to follow this lead, turn to Devil's Den, pg. 69.

STATS FOR MADAME ESMERALDA

Body	0
Mind	1
Spirit	3
Mundane Profession:	
Fortune Teller	3
Paranormal Talent:	
Divination	3
Precognition	2
Read Auras	3

MORE OF ESMERALDA'S READINGS

The following are a few more sample readings that Madame Esmeralda might give if the P.I.s are willing to pay for her services. Feel free to add some of your own readings, if you like.

"I see that you are not as Mundane as you appear — in fact, it is evident that you are all Enlightened, or will be as soon as you purchase your own copies of PANDEMONIUM."

Sorry, couldn't resist...

"I sense that you are looking for someone important — a chubby man, wearing the kind of sideburns that have been out of style for about twenty years. I see the SuperSaver supermarket, and feel that this place is somehow connected to the fat man. Yes, there is someone there who knows where this man is, though perhaps he will not tell you the truth. Leave no stone unturned, and you will find what you are looking for..."

That's about all Esmeralda has to offer the P.I.s.

FRED'S FILLER-UP

Fred's is one of the last of a dying breed — a full service gas station. Fred is dead, and his son Earl runs the station now, along with his daughter Earline. Earl is a big raw-bone guy in his late forties. He dresses in coveralls and combat boots (former Vietnam vet), as does 20 year-old Earline, who unfortunately looks a lot like her dad.

Five years ago Earl's wife ran off with an Elvis impersonator. Folks who know Earl know its not a good idea to mention the name "Elvis" around him, as this sends Earl over the edge — at such times he can get pretty violent, and only Earline can calm him down. Otherwise, Earl's a good guy and a top-notch mechanic who could come in handy if the P.I.s' Pinto breaks down.

STATS FOR EARL

Body	3
Mind	0
Spirit	2
Mundane Profession:	
Auto Mechanic	3
Hobby: Guns	3
Paranormal Talent:	
None	

STATS FOR EARLINE

Body	2
Mind	2
Spirit	1
Mundane Profession:	
Auto Mechanic	1
Paranormal Talent:	
None	

THE DEVIL'S DEN

About a half mile from the SuperSaver is an otherwise vacant, rubble-strewn lot with an old single story building sitting in it. This former storage shed has the words "Devil's Den" spray-painted across one weathered side in big messy red letters. The shades are drawn and torn in spots. The wooden door is locked.

This is Spike's hangout — his wealthy dad, who wants nothing to do with his underachieving son, owns the lot. When the boom times return to Milwaukee, he plans to develop it, but until then it's headquarters for Spike and his crew. They spend most of their time eating potato chips, listening to Black Sabbath on Spike's boom-box, and gulping down bottles of *VOLT* cola.

If the P.I.s approach Devil's Den, read the following:

You hear some sort of weird, creepy music coming from within — it sounds like a recording of Black Sabbath or some other heavy metal band. The lyrics are hard to hear, but you can make out something about an "Electric Funeral", or something like that.

If the P.I.s go to look in the window, read the following passage:

The interior of the building appears to be a single room, furnished with an old table and some chairs — the rest of the place is hidden in shadow. Six candles set in the middle of the table provide the only source of illumination.

You can see Spike seated at the table, his features ghastly in the candle light (actually, he looks pretty ghastly in the daylight, too, but that's besides the point). Seated near him are three males and two females, all in their twenties. From the window its impossible to see what they're doing, but you overhear Spike and his friends saying something about summoning demons, invoking curses, and killing "the prisoner in the dungeon".

A successful Aura Read reveals that all of the gang members have murky auras that are difficult to discern — a side-effect of Spike's Psychic Interference talent, which operates within a five-foot radius. Everyone but Spike is Mundane. Mind Reading yield a jumble of thoughts about demons, human sacrifices, and the aforementioned prisoner.

If the P.I.s attack the Devil's Den crew assuming that they are evil Satanists who have kidnapped Elvis, they'll be making a big mistake. Spike and his pals are not Satanic Cultists — they're just playing their favorite fantasy RPG, Dungeons and Demons. If the P.I.s raid the joint Spike and his pals panic — they've got enough VOLT cola in them to light-up half of Milwaukee, and they're on a caffeine and sugar high. They're also spooked because Spike has a couple of joints in his pocket, and is afraid of getting busted.

If attacked, Spike and his pals will fight (fists only), but will give up as soon as one of them gets flattened. Under any type of interrogation Spike will "crack" and hand over the joints; he thinks the P.I.s are the police, and is sure that his Dad will kill him when he hears about this. He'll explain that he and his buddies are just playing Dungeons and Demons, and never meant any harm. He'll say that demons and human sacrifice are part of the game, as is the fictional "prisoner in the dungeon". If necessary, Spike will show the P.I.s that their clubhouse doesn't even have a basement.

If the P.I.s don't go too hard on Spike he'll be so grateful that he'll promise to give up Dungeons and Demons and only play PANDEMONIUM from now on.

Well, it could happen...

IN THE ROOM

The room is bare except for the table, chairs, dozens of empty VOLT cola cans, junk food wrappers, and debris. Next to the candles on the table are Spike's Dungeons and Demons books.

SPIKE'S "GANG"

Use the generic "Role Player" stats for the members of Spike's gaming group.

GENERIC ROLE PLAYER STATS

Body	1
Mind	2
Spirit	0
Mundane Profession:	
None to speak of.	
Paranormal Talent:	
None	

AWARDING INSTANT KARMA POINTS

If the P.I.s find Spike's hangout and investigate the scene firsthand, award each with 1 point of Instant Karma. Even though the Spike subplot is a false lead and is basically a waste of time, the P.I.s should be rewarded for being thorough enough to check it out. This is called "learning from experience".

THE HOTEL MILWAUKEE

The Hotel Milwaukee looks like something straight out of the 1930's, or perhaps an episode of the TV show, "The Untouchables". At the entrance are two glass doors. The one on the left has a hand-written note taped to it that says, *"Use Other Door"*. If the P.I.s look on the following day, the same sign is on the other door.

The hotel lobby decor is 1920's art deco, recently restored. The rest of the place has not been so fortunate, and the *"Low Monthly Rates"* sign will probably come as no surprise.

At the front desk an old woman with obligatory beehive hair-do and horn-rims glances at the P.I.s over the top of a copy of the Milwaukee Journal. The old gal squints and croaks out the usual line: *"Welcome to the Hotel Milwaukee. Do you have a reservation?"*

In fact the P.I.s may have several, but if they need a cheap place to stay this is it. Highlights of the Hotel Milwaukee include:

• **Hotel Rooms:** The walls have recently been repainted in a garish shade of green; the beds are sagging, and the air conditioners are being held together with brown duct tape. There's a broken smoke detector, imitation art deco mirrors, a bathroom alive with mildew, a dripping shower — the only thing missing is a sign saying *"Al Capone slept here"*. In the Hotel brochure this stuff is referred to as "atmosphere".

• **The Hotel Bar:** known as the Cafe Pastiche, this is the most interesting place in the Hotel. There's a hand-written sign on the door that says "Tap Dancing and Blues Nightly". Inside it's cool, dark, and smoky.

During the day, a half-dozen old timers sit at the bar with a pair of middle aged women in 1950's bouffants and an old black guy wearing a cheap suit — the regulars, here for their daily dose of shots & beers. The bartender is a nondescript Caucasian male who appears to be in his thirties.

An old man dressed in a brittle old tuxedo with frayed cuffs is playing popular tunes from the 1930's on an out-of-tune piano. No one is listening. Behind him is a makeshift stage with a tacky backdrop of gold tinsel.

During the day, only Mundanes come to the Cafe Pastiche. If the P.I.s make a quick stop here and decide to leave, the bartender will smile and say to them: *"Come back tonight and see the show."* If they take this advice, they will see a show indeed.

At night, the Cafe Pastiche is a totally different place. The daytime regulars are nowhere to be seen — instead, the place is packed with a collection of punks, beatniks, and freaks who look like they came straight out of Greenwich Village. The old piano player has been replaced by a wild female duo who play a mixture of rock, fusion, funk, and jazz. Half of Milwaukee's young gay community has come out in force, and the joint is definitely jumping.

If the P.I.s visit the Cafe Pastiche at night, they're sure to have a great time. They may also discover that humans aren't the only customers who frequent the Cafe...

EDITOR'S NOTE: The following **optional** encounter has been included in the event that the P.I.s are really struggling with their first Story, and could use a little assistance. If you feel that this is the case and sense that your players are getting a bit frustrated, then have them meet the Venusians. If not, you can save these ECs (Editor's Characters) for another Story.

THE VENUSIANS

Among the night time customers who frequent the Cafe Pastiche are two Venusians. One is a female Blonde who calls herself Suze. She is slender and attractive with long blonde hair and perfect looking tan skin, and looks like a college student from Berkeley, CA. Suze is friendly and outgoing.

The other Venusian is a male Benevolent who calls himself Miles. He has black skin, wears an earring, and looks, dresses, and talks like a jazz musician. Miles rarely speaks unless he has something important to say. He wears dark sunglasses at all hours of the day and night.

Introduce the two Venusians by having them approach the P.I.s in the Cafe. The first to talk will be Suze. She says:

"Greetings. My friend and I could not help but notice your group. You are Enlightened, aren't you?"

If the P.I.s say yes, the Venusian smiles and introduces herself and her partner:

"I am Suze—this is Miles. We are from Venus."

If the P.I.s seem startled or dubious, Suze will add:

"Do not be afraid. We mean no harm to your planet."

You may need to remind the P.I.s that this is the customary greeting given by friendly aliens, and that the Venusians are indeed our friends.

If the P.I.s don't believe Suze she will take out a device that looks like a calculator, press a series of buttons, and disappear (Miles stands by, rolling his eyes). A split-second later she will reappear just a few feet away — an example of a high tech Venusian teleporter that should convince the P.I.s that she and Miles are the real thing.

Suze will attempt to tell the P.I.s why she and Miles have come to Earth:

"As you are no doubt aware, there has been no sign of L-Viz in over three Earth weeks. While it is true that the King sometimes prefers to keep a low profile, it is not like him to disappear without explanation. In short, we believe that he has met with foul play, and so we have come to Earth to find him before it is too late."

The Venusians are willing to combine forces with the P.I.s and help them look for Elvis. The Editor can have them assist the P.I.s in any of the following ways:

• help the P.I.s review any clues that they might have missed...

• inform the P.I.s that they have detected abnormal energy readings in the area, and will invite the P.I.s to accompany them as they search for the source of these emanations. Using a hand-held energy detector the Venusians and P.I.s will be able to determine that the anomalous energy source is located in the Abandoned Garage...

• help the P.I.s gain access to the garage by teleporting them inside. Suze will accompany them, carrying a stun-gun disguised as a party favor to defend herself if needed. However, Miles will refuse to go inside saying:

"Not me. I've seen enough Earth movies to know that this is the part where the black guy gets killed".

Miles will wait outside and prevent any of the bad guys from escaping. Despite what he said he will teleport inside if things are going badly for the P.I.s.

EDITOR'S NOTE:

The Venusians are included in this Story only to help the P.I.s if they're having trouble — not to take over the investigation. Keep their involvement to a minimum, and let the P.I.s solve the mystery for themselves.

STATS FOR SUZE

Body	5
Mind	9
Spirit	8
Alien Technology	11
Venusian Stun-Gun	9
Paranormal Talent:	
Psychic Assault	11
Clairvoyance	10

STATS FOR MILES

Body	7
Mind	11
Spirit	8
Alien Technology	12
Venusian Stun-Gun	10
Paranormal Talent:	
Psychic Assault	11
Clairvoyance	9

THE NEXT DAY

On the following day the P.I.s can go back to the SuperSaver to talk to the store's manager, Mr. Smith. This EC is important to the Story, and should be played by the Editor as follows:

ROLEPLAYING MR. SMITH

The part of Mr. Smith is easy to play, as he speaks in a flat monotone, says as little as possible (substitute a stiff nod or shake of the head whenever possible), and generally acts like a robot, or zombie. He wears a phony looking smile that seems to be frozen in place. Mr. Smith must be played in such a manner as to arouse deep suspicion in the P.I.s, so that they will know something weird is going on and decide to keep an eye on him.

MEETING MR. SMITH

If the P.I.s return on the following day to meet Mr. Smith, the employees will direct them to his office. The door is closed — if the P.I.s knock, they hear a voice reply in a flat monotone:

"Come in, and welcome to SuperSaver."

When the P.I.s enter the office, read the following:

As the other employees mentioned, Mr. Smith is a strange looking person. He is a very white (pale, in fact) male of indeterminate age (50? 60?), average height and weight.

He dresses in a brown polyester sport coat, white shirt, blue tie, black trousers, black socks, and brown wingtips. His hair is combed straight back, and almost looks like its made out of plastic.

TALKING TO MR. SMITH

If asked, Mr. Smith will agree to answer a few questions. He shows no emotion or nervousness of any sort, yet seems weird nonetheless. Keep his responses short and "stiff" — no jokes, wisecracks, or emotional responses.

If asked about the employee who looked like Elvis, Mr. Smith says:

"I am afraid that you are mistaken. No such person has ever been employed at SuperSaver."

Then he will say:

"I have work to do now. Good-bye, and thanks for shopping at SuperSaver."

After saying good-bye "Mr. Smith" will show the P.I.s out of his office and shut the door (stats for this EC can be found under the section, The Abandoned Garage).

If the P.I.s try to get physical with Mr. Smith, he gently but very firmly pushes them out of the office. Apparently, Mr. Smith is a lot stronger than he looks...

If any of the P.I.s attempt to use Mind Reading or Aura Reading on Mr. Smith they get blank readings, as if Mr. Smith wasn't even there. That's because he's a Replicant under Martian control.

EDITOR'S NOTE: AN IMPORTANT CLUE

Mr. Smith's first response totally contradicts the accounts of the other employees and the Elvis sighting that Al Gavone told the P.I.s about. This is an important clue, so make sure that the players get it. His second response is just plain weird, and should tip-off the P.I.s that something strange is going on here.

THE TRUTH ABOUT MR. SMITH

Mr. Smith is not a real human, but a Martian Replicant. He has no Aura, and no Mind of his own. He is an android under the control of the Martian Mastermind.

KEEPING AN EYE ON MR. SMITH

After the profitless interview with Mr. Smith the P.I.s will probably want to keep a close watch on him. This won't be very hard to do, since he stays in his office until noon. On his lunch hour Mr. Smith will go out back and sneak into the Abandoned Garage, stiffly looking back over his shoulder to see if he is being followed. The P.I.s should be able to follow him without being seen.

THE ABANDONED GARAGE

One way or the other, the P.I.s will have to end up here if they are going to get this Story. If for some reason they do not figure this out from the clues that have been available to them, then as Editor you have to find a way to "guide" them to this place.

Have the P.I.s notice weird lights and/or low humming noises emanating from the Abandoned Garage, or have one of the stock boys go up to them and tell them that he saw Mr. Smith sneak into the Abandoned Garage and thinks something weird is going on over there.

Do anything you have to short of actually telling the players to go there.

GETTING INTO THE GARAGE

There are several ways to get into the garage. The obvious choice is the side door, which is how Mr. Smith gets in. There is also a large sliding garage door, and several windows. The doors are both pad-locked most of the time, though the side door will be unlocked after Mr. Smith enters. Even so, the padlocks can be pried off with a pipe or crowbar if needed. The windows are boarded-up with 2 x 4's, making a forced (and probably very loud) entry the only recourse. Obviously, the side door is the best choice, particularly if Mr. Smith has unlocked it for them.

INSIDE THE GARAGE

When the P.I.s first enter the abandoned garage the Editor should read the following:

You hear the sound of music from somewhere inside — actually, not music, but "muzak". The song is vaguely familiar; it sounds like the elevator music version of "In the Ghetto" — sort of like "Elvis with strings".

When the P.I.s get further inside they will come upon a strange scene. Tell them that they see the following — remember, only read the *italicized* type aloud. The other information is for your eyes only.

• *Lined up against the righthand wall is a row of oil drums.* (to the P.I. who earlier had the Out of Body Experience:) *You get the feeling that you've seen this place before.*

These are the oil drums that one of the P.I.s saw during the Out of Body Experience that occurred at the beginning of this Story.

• *To the back of the room is a piece of apparatus that resembles an old fashioned TV. An image of a strange lookimg humanoid can be seen on the screen.*

The Replicant made this device with parts scavenged from a local junkyard. It allows visual communication with Mars, but is not integral to the control of the Replicants. The image on the screen is the Martian Mastermind.

• *Straight ahead of you is an odd looking table, on which has been strapped a person who looks a lot like Elvis. He is connected by a series of wires and cables to the old fashioned TV.*

The prisoner looks somewhat the worse for wear, and appears to have been drugged. Standing over him is the manager of the SuperSaver, Mr. Smith. It looks like he's preparing to inject the prisoner with some kind of weird looking hypodermic.

That's Elvis on the table.

He's connected to a Martian brain-washing machine. Mr. Smith is a Martian Replicant. The syringe is filled with a Martian control drug that the Replicant has been plying his captive with for three weeks.

There are other Replicants in the garage too, though the P.I.s will not see them at first, since they will be in the basement when the P.I.s arrive on the scene (see the Confrontation with the Replicants, on the following page).

CONFRONTATION

The confrontation with the Replicants is intended to be the climax of this Story, so the Editor should make it as exciting as possible. Read the following section carefully so you'll know what to do once the action begins.

REPLICANT TACTICS

The Replicants in this Story have been ordered to operate under total secrecy, and to prevent any humans from interfering with the Mastermind's plan to brainwash Elvis and convert him into a Pinhead (a Martian agent).

In combat, their Specific Intent is to Restrain or Knock-Out rather than Injure. If the Replicants take any captives they'll tie them up and keep them in the basement of the abandoned garage until they have the opportunity to try to brainwash them. For more detailed information on what the Replicants are doing here see the section Resolution, The Martian Plot, on pg. 75.

When the P.I.s appear on the scene the first thing the Replicant "Mr. Smith" will do is issue a silent psychic summons for help. This will bring other Replicants up from the basement, where they have been awaiting their next commands.

At least two other Replicants will respond to the summons — the phony security guard and another Replicant dressed in a plain white jumpsuit. They come up the stairs, file past the workbench, and enter the garage.

"Mr. Smith" is armed with a tranquilizer dart gun that fires cartridges loaded with a Martian control drug. Anyone hit by one of these darts suffers injury to their Mind — if the victim's Mind rating is reduced to -10, he or she falls under the temporary control of the Replicant. Should the "Mr. Smith" Replicant gain control over any of the P.I.s in this fashion, it will turn the P.I. against his or her companions.

The other Replicants do not have dart guns, but will use wrenches and tire irons from the workshop area. They move somewhat slowly, like robots, so it shouldn't be too difficult for the P.I.s to avoid their attacks if they choose to do so. All Replicants fight until they are "Killed" or Knocked Out — the type of damage doesn't matter — after which their bodies dissolve into pools of foul smelling slime.

EDITOR'S NOTE: THE BIG FIGHT SCENE

This confrontation should be challenging for the P.I.s, but not deadly. **If it looks like the fight is going badly** for your players you can have a Replicant or two "die" the first time they are hit instead of waiting until they have reached -10 Body.

If set free from his bonds Elvis will join in the fight on the P.I.'s side. (Stats for Elvis are included in this section.) And if the Venusians are around, they could join in the fight and help the P.I.s.

If the fight is going too easily for the P.I.s, or if the P.I.s are accompanied by Venusians, you can always bring another couple of Replicants up from the basement where they've been hiding, pick up tire irons or other tools, and join in the fray.

Remember: the most important thing is to make sure that the fight scene is fun for your players.

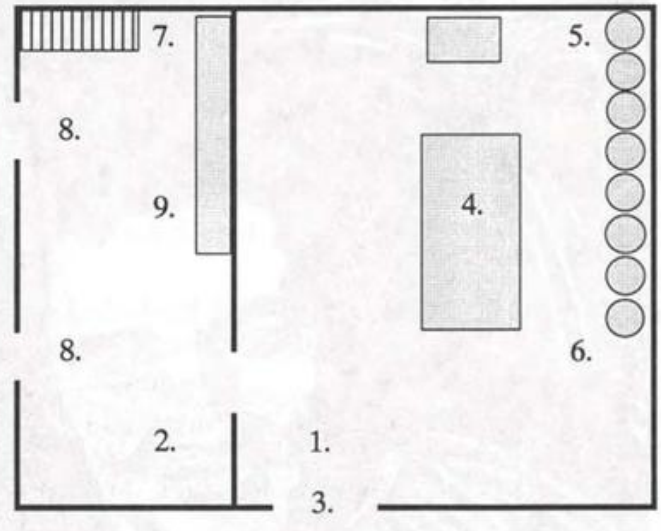
ABOUT THE REPLICANTS

The following is excerpted from the Encyclopedia Paranormal, reprinted here for the convenience of the Editor, and of course to pad the text:

"Replicants are artificial life-forms created by Martians. On the surface, they are indistinguishable from "normal" individuals, though they tend to speak and act a little like robots.

"Replicants have no emotions, though they may be programmed to emulate "typical" human emotional responses, in which case they will do so badly, and without subtlety. If cut-off from Martian psychic control Replicants freeze in place, awaiting further commands."

If any of the P.I.s try to usurp control of a Replicant by psychic means, let them. In order to do so the would-be usurper must psychically defeat the mind of the Martian that is controlling it. If this happens have both roll vs Mind Control or



THE ABANDONED GARAGE

1. garage area
2. workshop area
3. side door
4. Elvis on table
5. old TV
6. stacks of oil drums
7. stairs to basement
8. windows (boarded-up)
9. workbench & tools

psychic power rating. The higher of the two rolls wins the contest.

This tactic is risky, however, as it establishes a mental link between the would-be usurper and the Martian controller. In the event of a Screw-Up, the usurper will fall under the control of the Martian.

STATS FOR "MR. SMITH"

Body	2
Mind	0
under Martian control	
Spirit	n/a
Tranquilizer Dart Gun	3

STATS FOR THE OTHER REPLICANTS

Body	3
Mind	0
under Martian control	
Spirit	n/a
Attack	3

(using wrenches, tire irons, or other implements that could be found in the abandoned garage)

STATS FOR THE MARTIAN MASTERMIND

Note: these stats will be needed only if the P.I.s attempt to usurp control of a Replicant by psychic means. If this happens the P.I.s will have to face the power of the Martian Mastermind, an alien entity possessed of awesome psychic abilities.

Body	3
Mind	13
Spirit	0
Mind Control	13
Alien Technology	12

ELVIS UNCHAINED!

If the P.I.s decide to release Elvis before or during the confrontation with the Replicants has been resolved, let them. Once he's been unhooked from the Martian's control apparatus Elvis will be fine. He'll be a little groggy at first, but with his High Chemical Tolerance he'll snap out of it in no time. If need be the King will join in the fight, helping the P.I.s kick some Replicant butt — you might not know it but Elvis studied martial arts, and was pretty handy with his dukes.

STATS FOR ELVIS

Body	3
Mind	7
Spirit	10
Sing Elvis songs	3
Charisma	10
Martial Arts	8

RESOLUTION

Once the Replicants have been disposed of and Elvis has been rescued the P.I.s will have a chance to find out what the heck has been going on here. The best available source of information is Elvis, who, being one of the Enlightened, will be only too happy to cooperate. Some of the revelations that the King may provide if asked include:

WHAT WAS ELVIS DOING IN MILWAUKEE?

Elvis shrugs — he's actually a pretty modest guy, and doesn't really like talking about himself. He says:

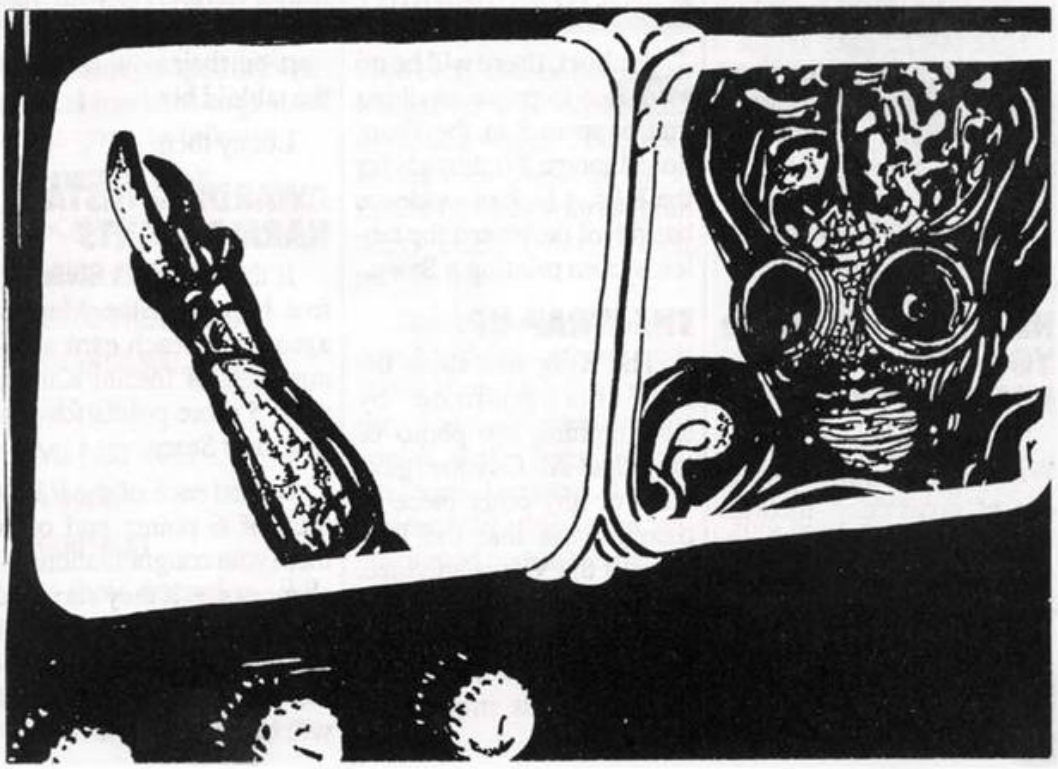
"I took that job at the SuperSaver so I could spend some time among the common folks. I do this sort of thing from this from time to time, to keep in touch with my roots."

HOW WAS ELVIS CAPTURED?

"Well, I'd been working at the SuperSaver for about two weeks before that new manager arrived. I knew there was something fishy about him right away, and so I decided to keep an eye on him. When "Mr. Smith" asked me to help him move some stuff from the abandoned garage I agreed, figuring that I'd play along and see what he was up to. Unfortunately, as soon as we got inside the garage I was ambushed by the other Replicants and taken prisoner."

WHAT ABOUT THE MARTIAN PLOT?

Though he was heavily drugged and subjected to all sorts of psychic abuse, Elvis has a pretty good idea of what the Martians were trying to accomplish. He explains:



"I tell ya, those Martians have had it in for me since the '60's — you remember that thing with the censors on the Ed Sullivan Show? No? Well, you're probably too young to have heard much about it.

Anyway, as near as I can figure it those boys planned to brainwash me and force me to sing a song for 'em — some kinda alien record with a buncha subliminal messages hidden in the mix — you know, the usual Martian Mind Control stuff.

My guess is they were planning on using that record to gain control of rock n' roll fans throughout the world, and using them for their own purposes.

"Well, that Martian plan to combine rock n' roll and alien subliminal technology was pretty smart, but they couldn't break the King. Those alien Mind Control drugs barely fazed me — hell, I've driven home in worse condition than that.

Anyway, the only thing they got out of me were some bad versions of "In the Ghetto" — never did like that one anyway, and I told the Colonel so, believe me. Well, you know the rest."

HEY, ELVIS, WHY DID YOU FAKE YOUR DEATH, ANYWAY?

Although the Weekly Weird News has offered dozens of conflicting theories behind Elvis' bogus death since first breaking the story of his continued survival in 1979, any true P.I. will want to get the straight story right from the source. However, if asked, Elvis merely draws close to the questioner, pats him or her on the shoulder and says:

"I'm afraid your security clearance isn't high enough, son. [Or, *little lady.*] *Right now, it's a story that can't be told. Maybe next time..."*

THE MARTIAN EQUIPMENT

If the P.I.s try to examine the Martian equipment left behind by the Replicants, it will self-destruct, leaving nothing behind but a few piles of worthless junk. Elvis will tell them that this was the probably the work of the Martian Mastermind.

The only remaining item will be the tranquilizer dart pistol and a dozen cartridges of the Martian mind control drug. The gun is a human-made item purchased by Mr. Smith, as are the cartridges. The Martian drug will lose its potency within a few hours.

In short, there will be no evidence to prove anything that happened in the abandoned garage. Fortunately for the P.I.s, a lack of evidence has never prevented the tabloids from printing a Story.

THE WRAP-UP

The King will show the P.I.s his gratitude by autographing the photo of him that Al Gavone gave them or any other piece of memorabilia that the P.I.s have (if the Venusian, Suze, is present, this will be practically a religious experience for her; her partner Miles is somewhat less impressed). Elvis will let the P.I.s have a candid photo or two for the tabloids, but will ask them not to overdo it. Then he'll turn to the P.I.s and say:

"Well, I guess I ought to be moving on. Folks haven't seen me in the tabloids for some time now, and some of 'em are probably getting worried. Adios, amigos — and thanks."

Having bid all farewell, Elvis will wink, wave goodbye, and be on his way.

END OF STORY

Assuming the P.I.s discover the Martian plot and free Elvis, they've got their Story. And what a Story it is — we're talking Front Page material here, worth a minimum of $350.

With this Story under their belts the P.I.s have established themselves with their boss, and are off to a great start on their new career in the tabloid biz.

Lucky them...

AWARDING INSTANT KARMA POINTS

If the P.I.s find Elvis and free him from the Martian agents they each earn a bonus point of Instant Karma, plus 5 more points for getting their Story.

Award each of the P.I.s a total of 6 points and offer them your congratulations — chances are, if they survived the Introductory Story and are still in one piece, they earned it. Tell them that Al will be proud of them.

CONTINUING STORIES

There are several angles that the Editor can pursue in order to create a continuing line of Stories that branch out from this Introductory Adventure. Here are a few ideas for you to consider:

• The Martian Mastermind is not pleased that the plan to capture and brainwash Elvis failed. The Martians know that the P.I.s are responsible for ruining their plans, and will attempt to get their revenge at some later date.

In the meantime, Replicant agents may be teleported to Earth to keep the P.I.s under surveillance or cause trouble. The P.I.s may not find out about them for weeks, until the Martians decide its time to get even.

• What caused the fall of Forteana that the P.I.s experienced while they were on the road? Is there something else going on in Wisconsin that the P.I.s should keep an eye on? As Editor, its up to you to decide whether this event was simply a coincidence or yet another example of the kind of weird Synchronicity that occurs in Tabloid World.

• If the Venusians were used, they could become valuable contacts for the P.I.s., introducing them to other potential Story leads that have to do with extra-terrestrial threats.

• And don't forget about Elvis. In Tabloid World you never know when the King is going to turn up again...

THE ENCYCLOPEDIA PARANORMAL

The makers of this book have been kind enough to include an abridged version of ***The Encyclopedia Paranormal****, an indispensible survival manual for Enlightened P.I.s. The Encyclopedia contains listings, descriptions, and authentic (by tabloid standards) photos of a wide variety of paranormal phenomena, from Animal Mutilations to Zombies.*

Refer to the Encyclopedia regularly, in order to avoid the kind of mistakes that Mundanes usually make when attempting to deal with the paranormal. Think of it as your personal guide to the wonders of Tabloid World.

USING THE ENCYCLOPEDIA PARANORMAL

The Encyclopedia Paranormal has been organized by category, as follows:

MANIFESTATIONS
LOCATIONS
MAJOR PHENOMENA
MINOR PHENOMENA
PARANORMAL TALENTS
PAST LIVES
EVIL PAST LIVES
PHOBIAS
EQUIPMENT

At their discretion, Editors may allow P.I.s to consult the Encyclopedia as often as they choose, even during the course of the game. However, the Editor is not obliged to wait or suspend the action while P.I.s fumble through the pages trying to find out the best way to get an angry Bigfoot out of their mobile home.

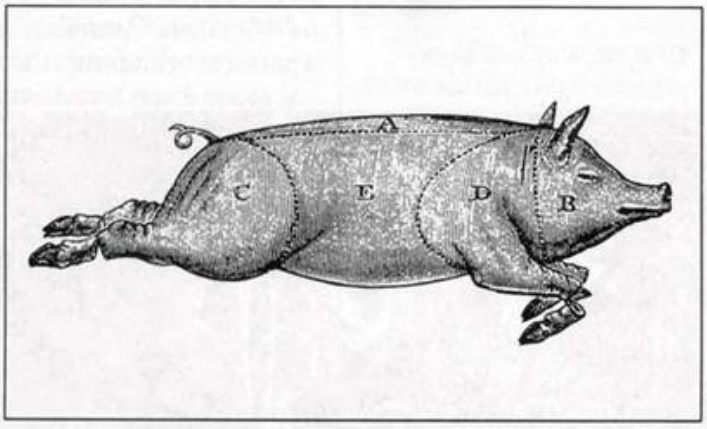
The best way to avoid possible delays arising from this sort of thing is to make sure that there are plenty of copies of the Encyclopedia Paranormal on hand. And coincidentally, this is yet another good reason for players to buy their own copy of this game (just thought we'd throw that one in there).

INTRODUCTION AND DISCLAIMER

The information in this volume is essential to all Enlightened individuals. Carry it with you at all times, no matter where you go. Keep a spare copy at hand — don't leave home without it. All sentient inhabitants of the Tabloid World universe recognize the Encyclopedia Paranormal on sight, and may* think twice before bothering any entity who is so enlightened as to carry a copy on his/her/its person.

** naturally, the authors cannot guarantee that this will be true in all cases.*

MANIFESTATIONS



ANIMAL MUTILATIONS

Cattle and other types of farm animals are the most common victims of this phenomenon, though household pets or strays may also be affected. Victims typically show evidence of laser-like incisions, and may be missing body parts such as tongues, entrails, and/or reproductive organs. Though the subjects will often be found to have lost a substantial amount of blood, the surrounding area will usually be devoid of bloodstains.

These occurrences may be attributed to such Mundane explanations as wild animals, or paranormal sources such as Vampires, Deranged Serial Killers, Satanic Cultists, or UFOs.

BIGFOOT SIGHTING

The sighting of a Bigfoot or other BHM (Big Hairy Monster) usually causes a sensation, and also boosts tabloid sales. Sightings of this sort may occur simultaneously with reports of Missing Persons, particularly females. BHMs are sometimes mistaken for Werewolves, and vice versa. False sightings are also possible, and may be attributed to wiseguy EBEs (Extraterrestrial Biological Entities), who like to leave false Bigfoot prints around, or to Paranormal Obfuscators or Mundane Publicity Seekers.

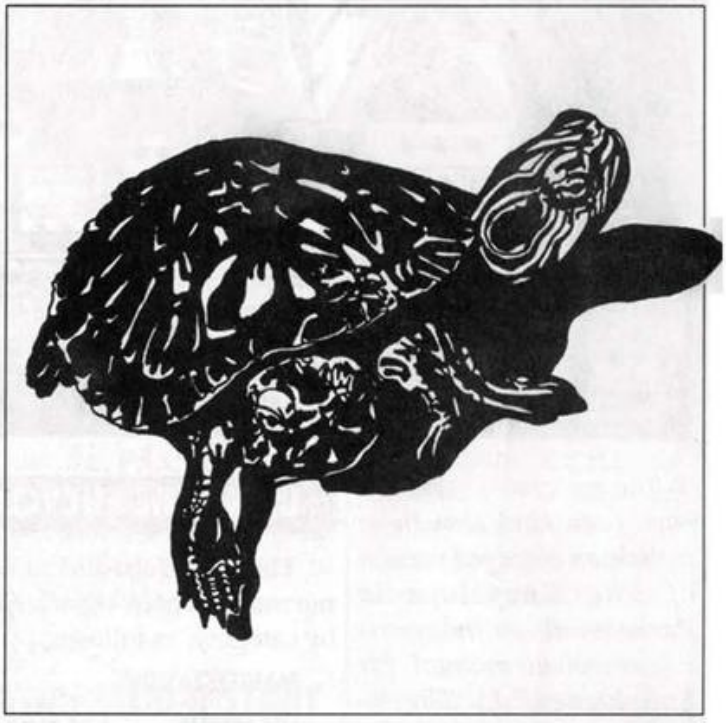
BIZARRE CRIMINAL ACTS

This type of phenomenon includes multiple homicides, strange disappearances, acts of wanton and senseless violence, the theft of seemingly useless items, etc. Likely suspects include Mundane criminals, EBEs, Reptoids, Deranged Serial Killers, Vampires, Werewolves, and frankly just about everybody else in Tabloid World.

BIZARRE MUTATIONS

Also known as Medical Marvels, this type of phenomenon is a staple of the tabloids. Bizarre Mutations include such oddities as two-headed people or animals (both heads usually speak, but may have different personalities); animal-human hybrids (such as dog-boys, rat-boys, frog-babies, etc.); miniature people, giant-sized people, and so on.

Manifestations of this sort may be attributed to UFOs, Food Additives, Toxic Waste, Miracles, or any of a number of paranormal sources.



CROP CIRCLES

Also known as Crop Formations, these peculiar symbols and designs can be found in many a mid-western corn field, in the vicinity of Stonehenge, and a growing number of other locales. Mundane scientists have found no explanation for this phenomenon. Enlightened P.I.s know better, and realize that authentic Crop Circles are made by UFOs. Some Crop Circles are encoded with cryptic messages from alien civilizations; others are probably nothing more than crass advertisements for alien beer, or the extra-terrestrial equivalent of the old World War II-era graffiti, *"Kilroy Was Here."*

Spurious sightings are also possible, and may be attributed to the usual suspects — EBEs, Mundane Publicity Seekers, Debunkers, and so forth.

CRYOMORPH FOUND

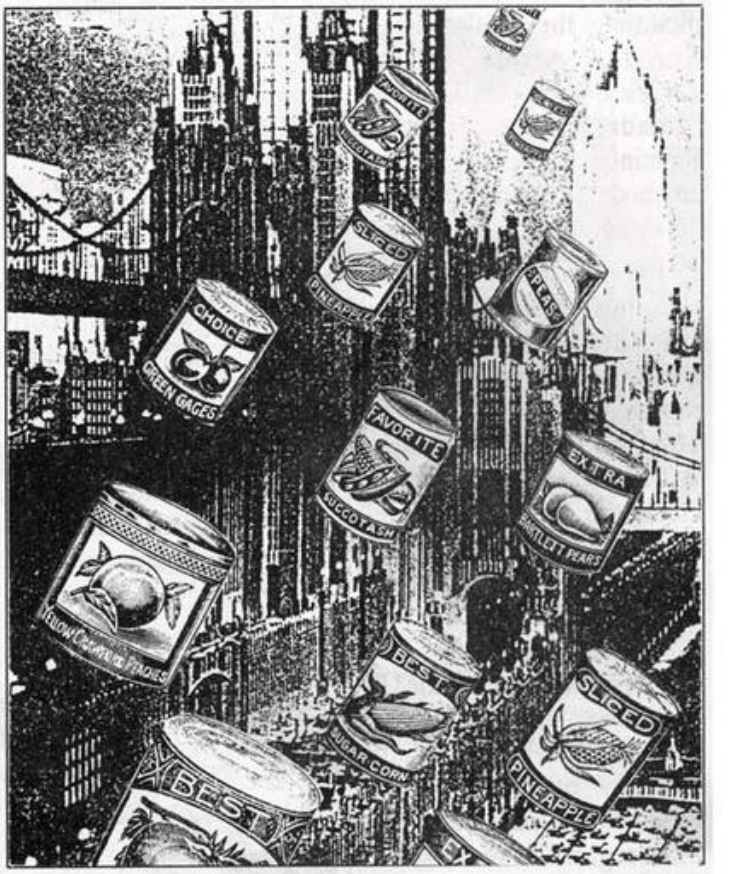
Cryomorphs are creatures or beings that have been frozen in ice, typically for long periods of time. In Tabloid World, when cryomorphs are thawed they always come back to life, and may have interesting or unusual things to report. Though most Cryomorphs are thought to have been the result of Ice Age accidents, there may also be other explanations for this phenomenon, including UFOs, Top Secret Government Experiments, EBEs, and so forth.

FORTEANA REPORTED

The word, Forteana, is derived from the late Charles Fort, the "father of modern phenomenalism". While the term can be used for practically any type of paranormal manifestation, in PANDEMONIUM, Forteana refers to any sort of weird stuff that falls from the sky or bizarre "natural" phenomena.

Forteana have been attributed to a variety of sources, including UFOs, Top Secret Government Experiments, Interdimensional Rifts, the side-effects of Toxic Waste, Mothman, Mundane things like natural disasters, and Charles Fort's own favorite catch-all explanation — the Supersargasso Sea.

Though it is not known how Forteana are caused, the appearance of this type of phenomena is regarded by experienced P.I.s as indisputable evidence that paranormal forces are at work in the vicinity. For more detailed information on the various types of Forteana see Minor Phenomena, page 105.



ELVIS SIGHTINGS

Tabloids regularly run articles about the latest Elvis sightings, letting their readership know that their beloved hero still walks among them in the guise of the common man: pumping gas, pigging-out at a local fast food outlet, or performing some other Mundane-seeming activity. Of course, not all Elvis sightings are authentic. Some can be attributed to Elvis Impersonators, pranks played by mischievous EBEs, Paranormal Obfuscators, Mundane Publicity Seekers, Arcturan Con-Artists, or other scams.

HAUNTINGS

A Haunting is any reported sighting of a ghost or spirit from beyond the grave. This phenomenon can occur almost anywhere: in an abandoned house, a mall, a wooded area, or even your own home. Haunted trains, planes, and "ghost ships" — typically, operated by the spirits of their former crewmen — have also been reported. Haunted computers, fax machines, portable radeath, a suicide, murder, failure to receive a proper burial, or a being embarrassed by a really cheap funeral. Most are the spirits of deceased humans, though animal spirits can also get into the act — ghostly pets are especially popular in the tabloids. Not all Hauntings are caused by ghosts; some may be attributed to Uncanny Psychic Phenomena, UFOs, EBEs, Paranormal Obfuscators, or other sources.

LAKE MONSTER SIGHTING

Legends of strange lake monsters have been with us since the beginnings of human history. The most famous by far is the Loch Ness monster; however, this creature is only one of many such entities reported throughout the world, including the British Isles, Europe, Africa, South America, Asia, the US, and Canada. Lake Monster Sightings may occur in or near any body of water, even sewers or ponds.

Prehistoric monster sightings are not always restricted to watery locales. Dinosaur sightings have been reported in isolated corners of Africa for over a hundred years. The most popular include the famous mokelembembwe, giant snakes, alligators and even something that sounds like a triceratops. Pterodactyl sightings are sometimes reported in the US Southwest, and prehistoric mammals like Woolly Mammoths or otters the size of buses supposedly haunt remote regions as well.

MASS HALLUCINATIONS

The most popular of Mundane explanations for Paranormal Phenomena, as in: "The two thousand people who saw a UFO land in the middle of Times Square were actually the victims of Mass Hallucination." Mass Hallucinations have also been blamed for Bigfoot sightings, Miracles of a religious nature, Forteana, and just about anything that can't be easily dismissed or ignored.

While authentic cases of Mass Hallucination have been recorded on occasion, experienced P.I.s know when hearing this one to "smell a rat" and look for a more believable explanation — for example, UFOs, Miracles, Food Additives, Wonder Products, and so forth.

MERMAID SIGHTING

Hard to believe, but reports of actual mermaid sightings persist to the present day. These phenomena always take place near a body of water, such as an ocean, river, lake, pond, or even a backyard swimming pool. Mundane scientists attribute such sightings to manatees, which irritates both manatees and mermaids to no end.

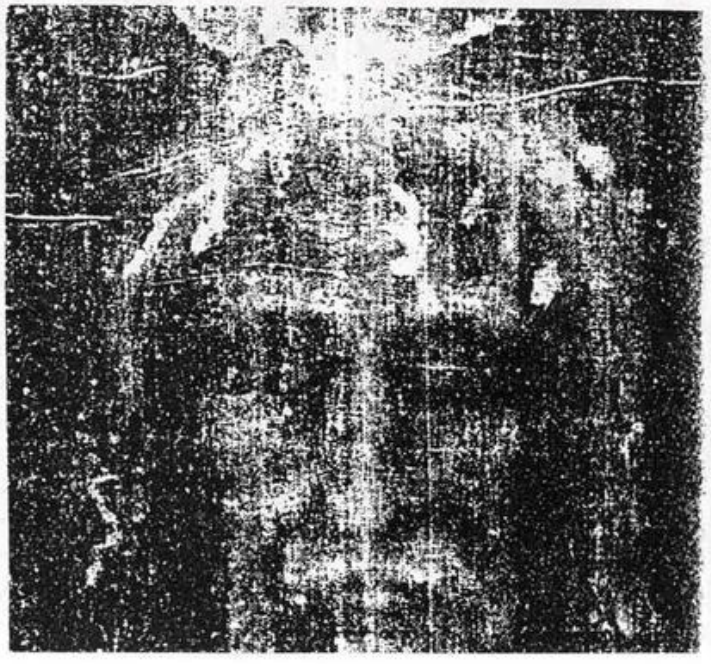
MIRACLE REPORTED

Miracles are inexplicable phenomena of a benevolent or even divine nature, such as the appearance of Miraculous Religious Icons, miracle cures, Near Death Experiences, and so forth.

These events may actually be related to divine intervention, or to any of a number of possible causes, including UFOs, Mass Hallucinations, Mundane Publicity Seekers, Wonder Products, Top Secret Government Experiments, EBEs, Arcturan con artists, or any of a number of legitimate paranormal phenomena.

MISSING PERSONS

A Mundane sounding phenomenon on the surface, but in Tabloid World Missing Persons usually disappear under strange and even bizarre circumstances. Almost anyone can turn-up missing, including Mundanes, famous persons, or even Elvis. The reason may have to do with UFOs, Interdimensional Rifts, Deranged Serial Killers, Vampires, or practically anything.



MOTHMAN SIGHTING

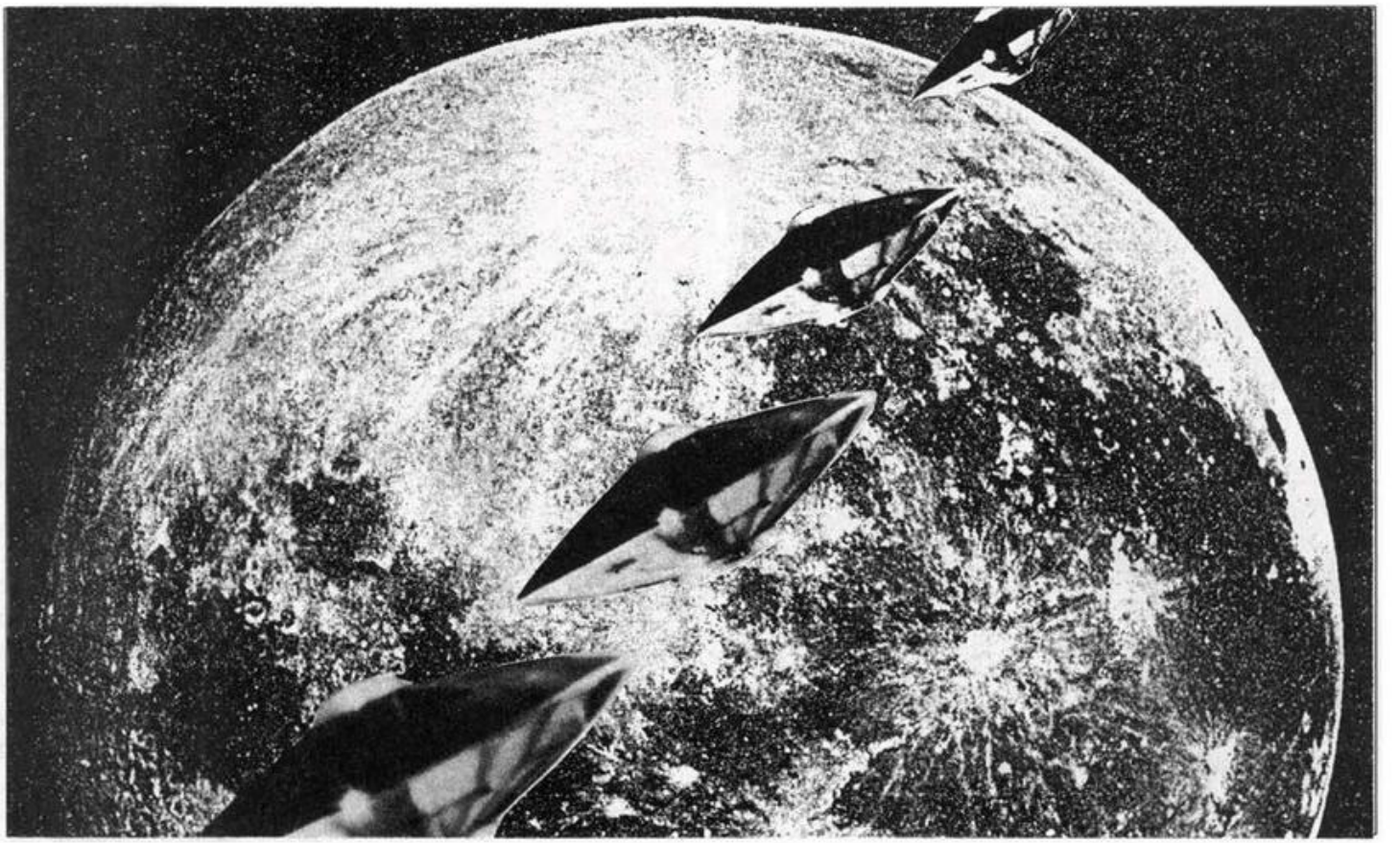
Sightings of various types of winged humanoids are more common than Mundanes suspect. Among the most popular of these is Mothman, a creature that resembles a cross between insect and human. Mothman Sightings can occur just about anywhere, though they are sometimes mistaken for UFOs, giant birds, and other aerial phenomena.

SPONTANEOUS HUMAN COMBUSTION REPORTED

Every once in a while an individual suddenly bursts into flame, and is totally incinerated in a matter of one or two seconds. An unusual feature typical of this phenomenon is that flammable objects and material in the vicinity of the victim will often be either untouched or barely scorched.

Debunkers attribute occurrences of this sort to Mundane causes such as smoking in bed, falling asleep near an open hearth, or playing with matches. Enlightened P.I.s know better, and recognize SHC as a genuine paranormal Manifestation that ranks right up there with Forteana such as Ball Lightning and St. Elmo's Fire.

Phenomena that may be similar in appearance to SHC may be caused by such sources as UFOs, Deranged Serial Killers, and Satanic Cultists.



UFO SIGHTINGS

This category of phenomena includes reports of mysterious lights, alien ships (of various shapes and sizes), shadows that seem to fly across the face of the moon (known as Lunar Transient Phenomena), reported abductions, and so forth.

In fact, sightings of "flying saucers" and other types of alien craft are becoming more common with each passing year, and for good reason. Hey, let's face it — compared to worlds like Venus and Mars, Earth is a pretty terrific place.

UFO Sightings are big news in the Tabloids, but investigating Stories of this sort can be hazardous to the P.I.s' health (see Minor Phenomena, Men in Black).

UFO Sightings are referred to by experts in the field as Close Encounters, or CEs for short. Experts in the field have categorized five major types of CEs, as follows:

CE1 *An encounter that occurs within 500 feet of an observer.*

CE2 *An encounter that results in some form of tangible evidence, such as a crop circle or formation.*

CE3 *A face to face encounter with an alien lifeform. You know, like in the movie...*

CE4 *An encounter that results in an abduction.*

CE5 *An encounter that takes the form of communication between aliens and humans, typically by means of light and/or sound transmissions.*

With the recent proliferation of UFO Sightings, additional categories of Close Encounters may need to be created in the future. Our own panel of UFO experts, led by the renowned Dr. Gary Ferraro, has offered the following suggestions:

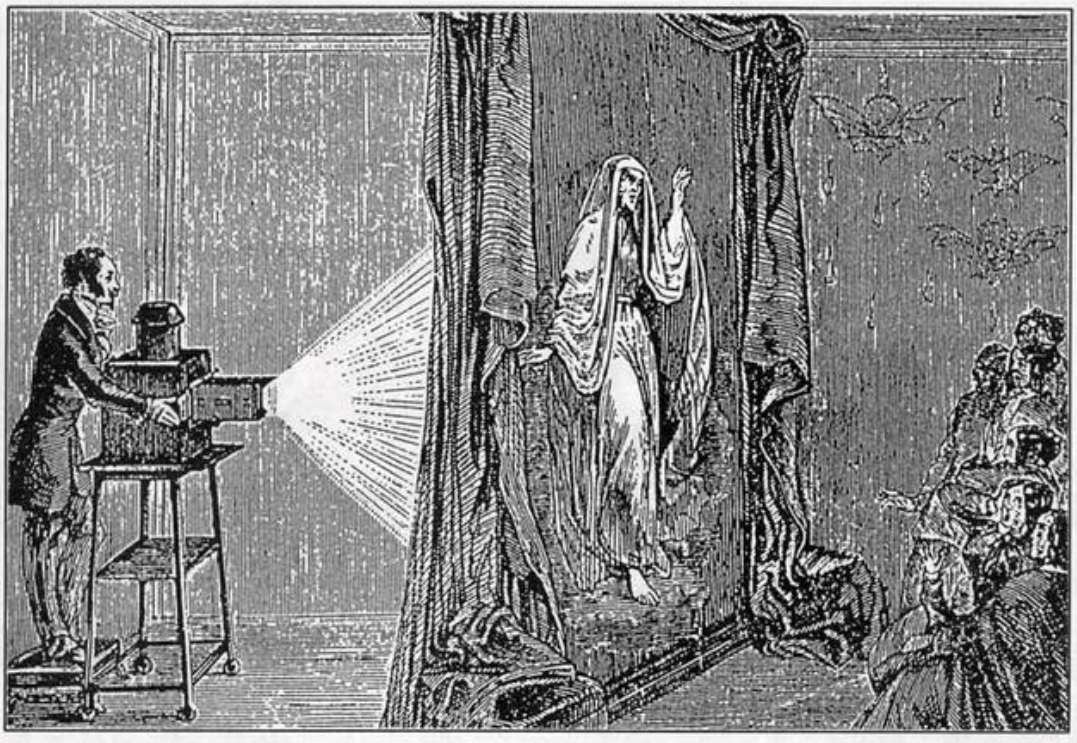
CE6 *An encounter that takes the form of a practical joke or prank, typically played on humans by a more advanced race such as the EBEs. Also used to describe a phony or staged encounter of any sort.*

CE7 *An encounter with really friendly aliens who give you a lift in their ship when your car gets a flat tire, or offer to give you help just when you really need it most. Also known as a "Lucky CE7."*

CE8 *An encounter that results in a hot date with a beautiful alien babe, or if you prefer, a handsome alien hunk.*

CE9 *An encounter that results in an attempt by hostile aliens to conquer the world. There are few things an experienced P.I. fears more than the words: "CE9, INCOMING!"*

CE10 *An encounter for which there is no other acceptible classification, either due to a lack of information or because it just seems too ridiculous to be true.*



UNCANNY PSYCHIC PHENOMENA

When otherwise Mundane individuals suddenly exhibit psychic powers such as Precognition, Retrocognition, Psychokinesis (PK), or ESP, something strange is usually afoot.

These manifestations can be attributed to a number of causes, including UFOs, Interdimensional Rifts, Wonder Products, side-effects from Food Additives or Toxic Waste, Top Secret Government Experiments, or the benevolent aliens known as Gilaneans.

UNCANNY SPIRIT PHENOMENA

When otherwise Mundane persons or places suddenly exhibit signs of spirit possession (such as Channeling, Automatic Writing, etc.) or complain of Poltergeists making strange noises in their homes, Uncanny Spirit Phenomena are often to blame.

Experienced P.I.s know that these occurrences can also be caused by UFOs, Demonic Possession, Channeling episodes, Past Lives, or even stranger things than these.

UNUSUAL ARCHAEOLOGY

This type of phenomena includes any type of object or device that has been exhumed from some place where it shouldn't be — from fossilized batteries in Cretaceous rock to cave drawings of ancient astronauts and an Egyptian tomb that was found in Australia. Forteans call these items OOPARTs, or "out of place artifacts."

Most OOPARTS are harmless, and in fact may be worth a fortune to collectors, museums, or scientists. However, some artifacts may be inhabited by demons or other evil entities, who were sealed there by the site's builders.

Unusual Archaeology is often attributed to the work of extraterrestrial beings, who either helped primitive humans build various ancient sites or used our planet as a convenient stopover point on the way to Rigel 6. Others are clever hoaxes devised by Mundane Publicity Seekers or EBEs.

Even so, tabloids pay well for these Stories, which tell their readers that they were right to have slept through their history classes because everything they would have learned was wrong anyway.

VAMPIRE SIGHTING

Vampires are seldom seen, though Stories about their reputed activities are a fairly common occurrence. Any corpse found with puncture holes in its neck — or lacking the usual quantity of blood — may be blamed on Vampires. This type of manifestation may also be attributed to Deranged Serial Killers, Satanic Cults, alien Abductors, or over-zealous Blood Bank volunteers.

WEIRD CULT ACTIVITIES

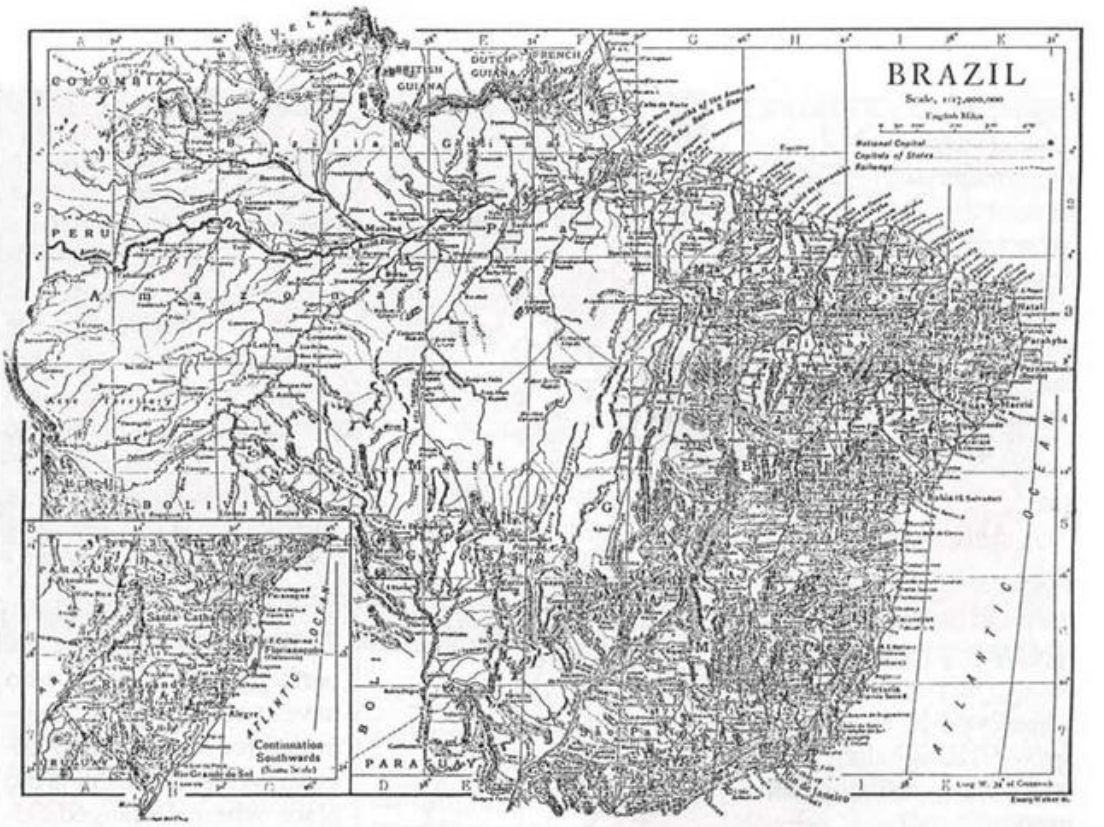
These phenomena include the discovery of graffiti with apparent Satanic or occult overtones, evidence of sacrificial or other rituals, reports that local youths are being brainwashed in large numbers, and the sudden increase in popularity of an otherwise Mundane seeming televangelist. The most common types of Weird Cults are Fanatics, Oddballs, Satanists, and Money Makers (described in detail under Minor Phenomena). However, manifestations of this sort may also be caused by other sources, such as Martian Mind Control, side-effects from Food Additives, Mundane Publicity Seekers, and so forth.

WEREWOLF SIGHTING

Authentic sightings of Werewolves and other types of lycanthropes always occur at night, and only during a full moon. Mutilated human or animal corpses, missing persons, and particularly violent types of bizarre criminal acts may all be evidence that a Werewolf is in the vicinity. However, these phenomena may also be attributed to UFOs, Vampires, Satanic Cults, Bigfoots, or other causes, so don't jump to conclusions.

LOCATIONS

The following list of Locations includes some of the most popular Paranormal Hot Spots — places where various types of paranormal phenomena can occur almost on a regular basis. These locations are sometimes referred to as psychic vortexes, power points, interdimensional nexuses, ley lines, or any of a number of catchy labels.



BERMUDA TRIANGLE

Infamous in Tabloid legend and lore, the Bermuda Triangle is an interdimensional rift of vast proportions located off the southeastern coast of the U.S. Things that have been "lost" in the Bermuda Triangle appear to simply vanish from the mundane world, and are usually never seen again.

A sampling of the type of things that might be found in the Bermuda Triangle includes: lost planes, boats, and military personnel; Missing Persons such as the passengers and crew of the 19th century sailing vessel, the Mary Celeste; Army Air Corp. Training Flight 19; numerous sets of car keys, your virginity, and mountains of single socks. The lost continent of Atlantis and other legendary lost lands such as Lemuria and Mu may also be found by passing through the Bermuda Triangle.

It is unknown whether the triangle represents a true abyss, or is a gateway from the Mundane world into another reality. In other words, if you get in you may not be able to find your way out...

BRAZIL

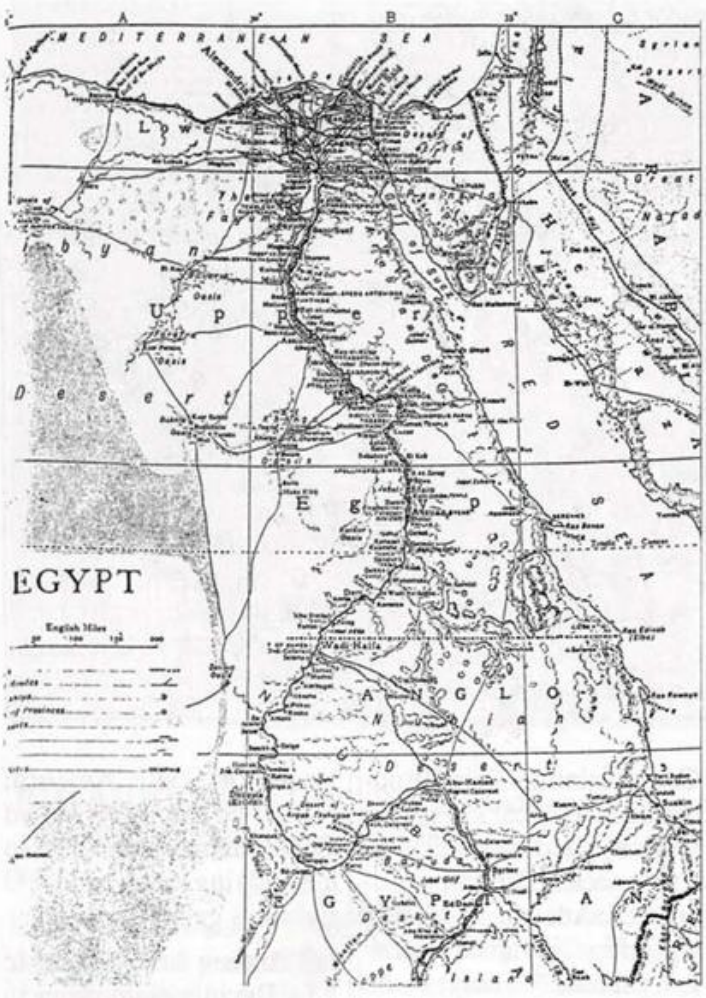
Five hundred years ago or so, Brazil was regarded as a legendary land, much like the Lost Continent of Atlantis. In modern times, Enlightened P.I.s know that both of these places are equally real. This is what's known as progress.

Brazil has it all: the city of Rio de Janero, known to experienced P.I.s as the Las Vegas of South America; exotic Nightclubs, Weird Cults, Animal Mutilations in the outlying areas, and UFO sightings galore.

Among knowledgeable P.I.s Brazil's main claim to fame is that it is the home of the Brazilian Nazis, also known as "the Boys from Brazil".

DEVIL'S TRIANGLE

An Interdimensional Rift second only to the Bermuda Triangle in fame, the Devil's Triangle is located in the midst of the Sea of Japan. Plenty of ships, Missing Persons (Amelia Earhart may have disappeared somewhere in the area), and UFOs have vanished in the vicinity of this place, which not coincidentally is located 180 degrees opposite the Bermuda Triangle, on the other side of the Earth. Why, you can almost hear those Hollow Earth aficionados from here...



EGYPT

Egypt has been a paranormal hotspot for thousands of years, and is still one of the top attractions in the Tabloid World universe. The Great Pyramids, King Tut, Cleopatra, mummies, ancient tombs, reincarnation, age-old curses, Miracles, plagues, burning bushes — you name it, and the Land of the Pharaohs has it.

Did UFOs visit Egypt long ago? Did aliens help build the pyramids and teach Mundanes the secret of Pyramid Power? Can mummies really come back to life like they do in the movies? Such is the stuff of which tabloids are made…

FLORIDA

One of the lesser-known centers of paranormal activity, Florida offers a number of strange and unusual attractions for the Enlightened P.I. Gulf Breeze is a virtual horn-o'-plenty of UFO sightings, abductions, and Close Encounters of every imaginable kind. And why not? The launch pads of Cape Canaveral, where plenty of Top Secret Government Experiments are no doubt carried out, are just a short hop away. Throw in a few Bigfoot sightings in the Everglades and the kitsch-capital of Disney World and you've got one heck of a vacation spot. Come on down!

INSANE ASYLUM

The temporary home-away-from-home for many an Enlightened individual whose Mundane relatives and neighbors decided that he or she needed "a little vacation" from the real world. Among the resident population you will find the usual assortment of alien wanna-be's, neighborhood Napoleons, idiot savants, and perhaps even a couple of burned-out P.I.s.

You might also find some perfectly sane people who have been wrongfully committed for one reason or another. Worst of all, this is the place where Deranged Serial Killers who have been judged Guilty by Reason of Insanity are sent. Also be on the lookout for sadistic attendants and Doctors, some of whom are even crazier than their patients.

INVESTIGATORS' HOME TOWN

As you probably suspect, your own home town is one of the weirdest places on Earth. Here, right in your own backyard, you will find odd things going on at garden club meetings, church socials, Masonic Lodges, the Knights of Columbus, Cub Scout and Girl Scout dens, and that local fast food joint with its frightening cuisine. What strange secrets are hidden in the high school gymnasium, the Public Works Department garage, the mayor's office, the power plant, the reservoir, the all-night diner, or the hospital, to name just a few? How many Deranged Serial Killers or Weird Cult members walk the streets of your home town? And don't forget your next door neighbor's house (see "Neighbor's House", pg. 86)

LAS VEGAS

Although it may seem pretty Mundane by day, Las Vegas after dark is a place straight out of the Tabloids. In the 1960's and early '70s, Vegas was known for numerous authentic Elvis sightings — of course, that was before Elvis faked his own death, for reasons known only to a few insiders. The King still makes an occasional appearance in Las Vegas, but most contemporary sightings can be attributed to the hordes of Elvis Impersonators who work the Nightclubs and casinos.

Mundanes come here primarily for two things — to gamble away their hard earned money and to get the chance to see Wayne Newton's show. Neither attraction appeals much to most Enlightened folks, though there are always a few exceptions. Another thing to keep in mind is that Las Vegas is not that far from Nellis Range, Nevada. Think about it.

LOCH NESS

The most famous of many Lake Monster habitats, this Scottish lake is home to a creature affectionately known as "Nessie". This Lake Monster has been seen many times and even photographed on a few occasions, but has never been officially "found".

Is Nessie a survivor from the age of dinosaurs, a Weird Mutation, a plot by aliens, or something else? The P.I. who solves this age-old enigma can expect to earn a hefty bonus for this Story, which would be front-page news in every tabloid throughout the world.

LOS ANGELES

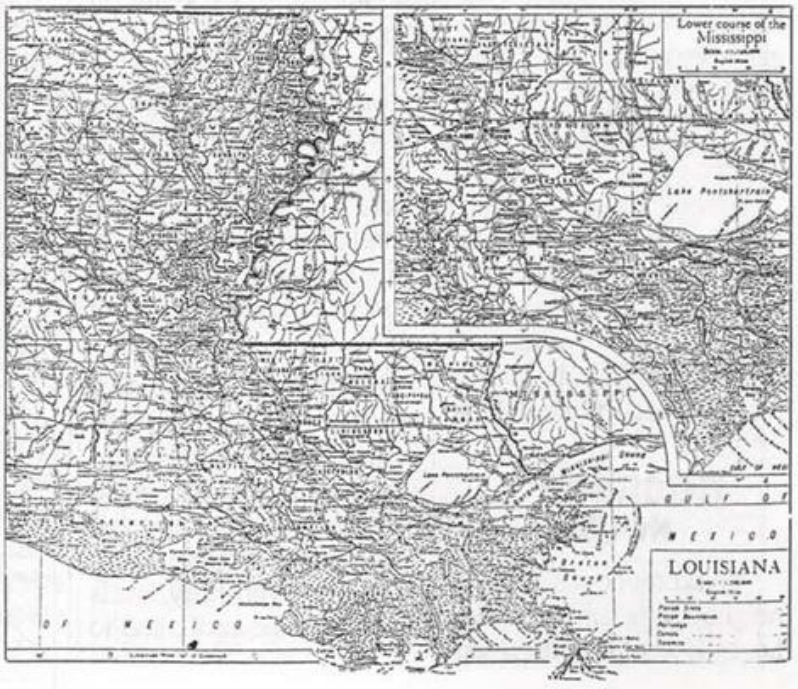
As anyone who's ever been there will attest, "La-La Land" is a hotbed of paranormal activity. Here, alien beings and weirdos of all sorts walk the streets with impunity, knowing that they are no stranger-looking than most of the local inhabitants.

From Melrose Avenue to Hollywood and Vine, the city is a virtual treasure trove of Weird Cult happenings, wild Nightclubs, and more Celebrities and celebrity hounds per square mile than anyplace in the Tabloid World universe. Some of earth's most powerful satellite broadcasting and receiving bases are located here, a fact that is not lost on hostile alien racessuch as Martians and Reptoids. And where else can a convicted Deranged Serial Killer sell his story to the movies and reap a small fortune?

LOUISIANNA

Louisianna is another place that gets a bad rap in the tabloids, though not entirely without reason. The bayous and parishes of Louisianna offer a melange of Voodoo cults, Hoodoo (a combination of Voodoo, European witchcraft, and Amerindian magic), Bigfoot kidnappings, Elvis sightings, close encounters with UFOs, and so on. Plus there's the city of New Orleans, and all the weird stuff that happens around Mardi Gras time.

What can we say? If it say so in the Tabloids it must be true, right?



MACHU PICCHU

Located high atop a remote Peruvian mountain, Machu Picchu is an ancient Incan airline hub for extra-terrestrial vehicles, and a veritable Grand Central Station for intergalactic commuters. This place is a popular point of entry and departure for many inter-universal and inter-dimensional travellers.

In modern times Machu Picchu is also a popular resort for Mundanes and Enlightened wanna-be's, made famous by Shirley Maclaine. Call now and make your reservations...

MILWAUKEE

On the surface, Milwaukee would appear to be the very essence of Mundane America, or perhaps even the Mundane capital of Earth. In reality, the city lies adjacent to an interdimensional rift that opens directly into an alternate reality. As a result, Milwaukee is literally crawling with strange entities of all sorts, such as Deranged Serial Killers, Weird Cultists, illegal aliens (the outer space kind), and in the summer, hordes of crazed role playing gamers.

Among the city's many otherworldly attractions is the Cafe Pastiche in the Hotel Milwaukee, a Nightclub frequented by friendly aliens and their human friends. Highly recommended by the authors.

NEIGHBOR'S HOUSE

You know how weird your neighbors are, and what their house looks like. Just imagine what kind of strange things go on in these places...scary, isn't it? The Neighbor's House is perhaps the most frightening of all Paranormal hotspots, if only because it's so close to your own house.

Who the heck are those people who live next door, and what are they doing in there with the lights on late at night, and the shades drawn during the day? Could they be victims of Martian Mind Control, Collectors of bizarre paraphernalia, scientists working on a Top Secret Government project, Walk-Ins from Sirius, or Deranged Serial Killers?

If you think your neighbors are just ordinary people, you could use a further dose of Enlightenment. Our recommendation: Buy another copy of PANDEMONIUM.

Hey, it couldn't hurt...

NELLIS RANGE, NEVADA

Quiet and Mundane on the surface, this arid region of Nevada is a Mecca of paranormal phenomena. Scattered across the wide open terrain are nuclear test sites, Top Secret Government laboratories, seemingly Mundane cattle ranches, and vast stretches of wide open plains.

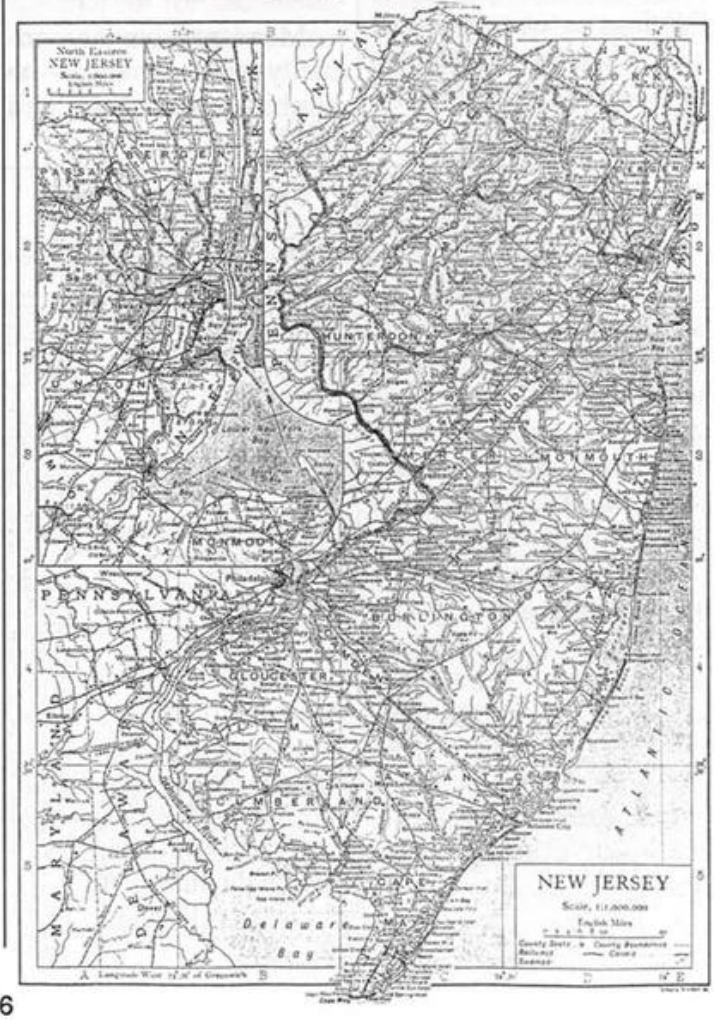
Below ground there is rumored to be an extensive system of hydrothermal caverns and tunnels occupied by alien Reptoids. The deepest of these caverns are said to extend over thirty levels down into the earth, and to contain hundreds of human captives. UFO sightings are common here, as are reports of Weird Mutations, Men in Black, Animal Mutilations, Uncanny Psychic Phenomena, Missing Persons — you name it, they've got it. And Las Vegas is only a stone's throw away...

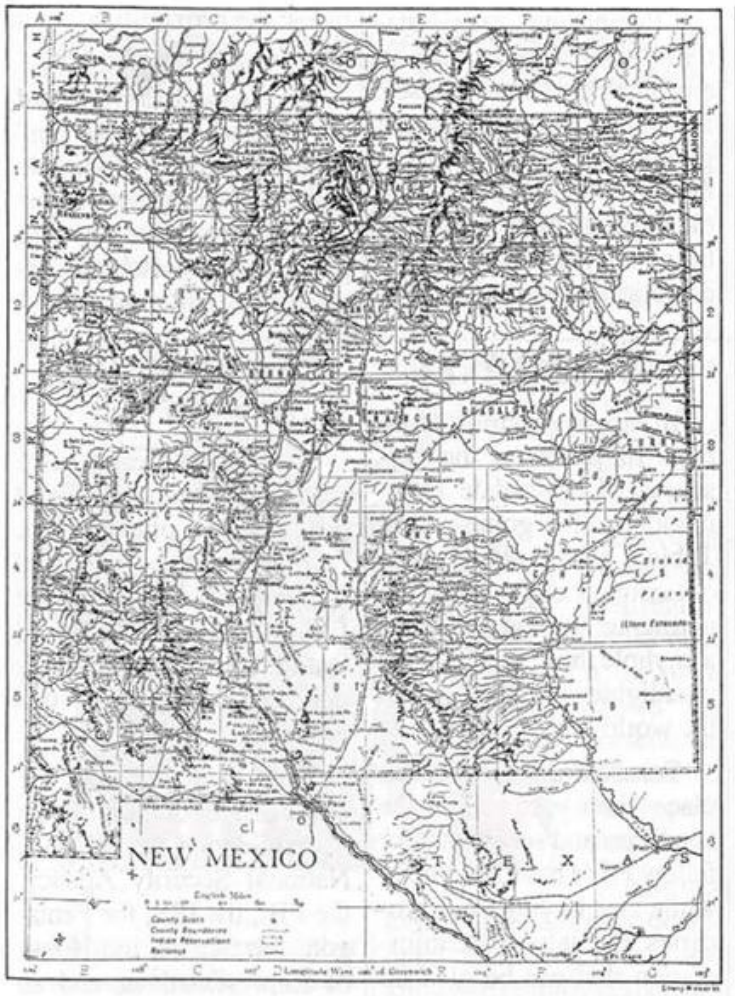
NEW JERSEY

Though seemingly a Mundane place, New Jersey is actually one of the more active centers of Paranormal activity. Here, scattered among the swamplands that some folks believe may be Jimmy Hoffa's final resting place are found Toxic Waste dumps, oil refineries that dump pollutants into the environment, UFO sightings galore, a BHM (Big Hairy Monster) called the Jersey Devil that haunts the Pine Barrens, the Nightclubs of Atlantic City, and Newark International Airport.

What strange secrets are hidden among the vacation residences that line the Jersey shore, or among the suburban bedroom communities where commuters who work in New York City make their home? And what about Princeton and Rutgers Universities, where weird laboratory experiments of every kind could be going on right underneath people's noses? As if that's not enough, Richard Nixon lives there.

That's why we say: "New Jersey and PANDEMONIUM — Perfect Together."





NEW MEXICO

The state of New Mexico has been the scene of numerous UFO sightings, Animal Mutilations, reports of Missing Persons, and a fair share of Top Secret Government Experiments. In tabloid terms, this place is best known for the Hangar 18 incident, which took place in Rosewell, NM, and reportedly involved the crash and recovery of a flying saucer and several alien bodies.

Dulce, New Mexico is also well known among UFOlogists as the site of the "Dulce Wars" —a reputed attempt by covert forces of the US government (possibly aided by alien Benevolents) to destroy a massive underground installation constructed by alien Reptoids and their servants. According to the best available sources, the attempt to remove the Reptoids was a failure, and only succeeded in driving them deeper underground. Persons reported missing throughout the western states have a way of turning up in the underground tunnels and caves beneath Dulce.

And if that's not enough to get you worked-up, Los Alamos, the old nuclear testing ground, is just a short drive away. The radioactive glow is said to be quite lovely at night.

NEW YORK CITY

Popularly depicted in the tabloids and on television as the crime capital of the United States, New York City is really not such a bad place...okay, so maybe it is a little dangerous, but no more so than Beirut.

From the East Side to the West Side the Big Apple is a haven for aliens and kooks of all sorts, who flock to the art galleries of SoHo, the wild Nightclubs, and the boutiques of Greenwich Village, where they can mingle undetected among the locals. Here you will find Collectors, Weird Cults, Supermarkets galore, Walk-Ins, Debunkers, Gypsies, Pinheads, Replicants, Paranormal Obfuscators, and even a few hundred Deranged Serial Killers. Don't say we didn't warn you...

NIGHTCLUBS

Any place where people go to meet after dark, dose themselves with intoxicants, and make sexual advances at anything that moves has got to be pretty strange. Nightclubs are all that and more. As might be expected, these places attract a wide variety of paranormal phenomena. Jazz clubs may be frequented by scat-singing aliens from Venus, while Comedy clubs are havens for alien EBEs and other wise-guys. Rock clubs are mainly populated by Mundane college students and heavy metal Satanic Cultists, but can be easily infiltrated by paranormal beings of every kind, given the wide range of acceptable appearance. And because nightclubs are dimly-lit they can also attract Vampires, Werewolves, and other creatures of the night.

SMALL MID-WESTERN TOWN

About as Mundane as it gets, the average small midwestern town looks like something out of a Norman Rockwell painting. But behind this quaint and "folksy" facade these places are breeding grounds for Deranged Serial Killers, Collectors, Weird Cults, eerie Neighbors, and people named "Floyd". UFO Sightings and reports of Animal Mutilation are common in places like this, which on the surface look about as peaceful and pleasant as could be. On a positive note, this is the kind of place where Elvis Sightings have been known to occur on a regular basis...

SMALL NEW ENGLAND TOWN

As anyone who has read H.P. Lovecraft or Stephen King knows, small New England towns are quiet and Mundane looking on the surface, but often hide terrible and frightening secrets.

Paranormal manifestations that occur here may be attributable to many causes: Hauntings, old Indian burial grounds; witches burned at the stake, Toxic Waste from the nuclear reactors that dot the countryside; ozone-layer depletion in the northern latitudes; the proximity to John Sununu's residence.

Locales such as this should be avoided whenever possible, particularly during late Autumn, when unscrupulous bed & breakfast owners gouge foliage-watching tourists for all they're worth.

STONEHENGE

This circle of ancient stone dolmens is located at a nexus of magical ley lines, and is reputed to be a source of magical energy. Its origins remain a mystery — is it a collection of building blocks arranged by a race of giants? God's own sundial? The result of an incredible glacial coincidence?

Some say that Stonehenge is a monument to past visitations by highly intelligent extra-terrestrials. Certainly, its true that the area around Stonhenge is dotted with untold numbers of Crop Circles. Though much more unlikely, a handful of skeptics cling to the dubious theory that this phenomenon was built by a bunch of industrious humans.

You be the judge.

SUPERMARKET

Ironically, this most Mundane of places is the best source of up-to-date information on the goings on in Tabloid World. The checkout counter of the local supermarket is nothing less than a keyhole through which the unenlightened can peer into the world of the Tabloids.

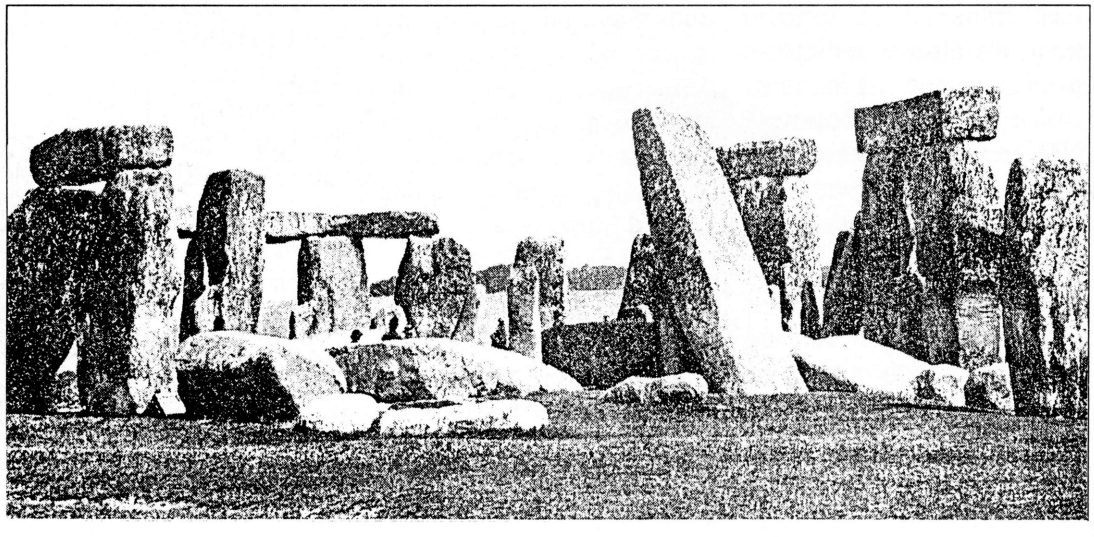
For the Enlightened, it's a place where you can scan the headlines and see what your fellow P.I.'s have been up to while also buying your groceries. The value of the information that can be gleaned from Supermarkets should not be underestimated, and may include valuable leads on Food Additives, Wonder Products, Missing Persons, Collectors (check the bulletin boards), and of course, rival P.I.s.

WASHINGTON, DC

Our nation's capital is a spawning ground of weird paranormal phenomena, from Secret government Conspiracies and Top Secret Experiments, to political scandals, covert military operations, and cover-ups galore.

Here you will find the home offices of the CIA, the Secret Service, the FDA, the National Security Agency, the FBI, the IRS, the Pentagon, the Senate, the House of Representatives, and an uncountable number of government organizations and special interest groups — plus more psychiatrists per person than any city in the world.

Need we say more?



MAJOR PHENOMENA

ABDUCTORS

Abductors (or "Grays", as they are sometimes known) are aliens of unknown origin and apparently indifferent morality — they are neither hostile nor friendly, but seem to regard other species as something akin to laboratory rats, or guinea pigs.

Abductors are basically humanoid in form and stand between three and four feet in height. They are hairless, and have grey skin, black almond-shaped eyes, oversized craniums, and expressionless features. In fact, the species seems incapable of any emotional response whatsoever, and communicates solely by telepathy.

Abductors come to Earth to kidnap humans (especially females) and animals, which they use as test subjects for all sorts of bizarre experiments. Abductor activities include cross-breeding different species, observing behavior patterns under controlled conditions, taking samples of bodily fluids, surgically implanting alien devices, and Animal Mutilations.

The members of this race prefer to operate in secrecy, performing their experiments aboard their vessels and then returning to their home world to present the results to their superiors.

Abductors possess a highly developed technology, and are known to employ certain devices that can be used to control other electrical mechanisms and conveyances. The Psi-Gun, a device that fires a strange hypnotic ray, is their weapon of choice (works like a Restrain attack vs the target's Mind).

Abductors travel across the galaxy in disk-shaped ships, the capabilities of which far exceed even the most advanced human technology. Their origins, motives, and possible affiliation with other life-forms remain a mystery; even the friendly inhabitants of the planet Venus claim to know little about these beings. By the same token, Abductors appear to know nothing about human emotions or motives.

STATS FOR A TYPICAL ABDUCTOR

Body	0-4
Mind	9-16
Spirit	0-3
Control human tech	9-14
Understand Humans	0
Psi-Gun	3-6

ARCTURANS

Arcturans are an advanced race of beings from the far star, Arcturus. Their natural form is that of a translucent, jelly-like amoeba, approximately five feet in diameter. Arcturans exhibit an incredible degree of plasticity, and are able to use their abilities to alter their form and color to resemble any sort of creature or substance. This ability is strictly defensive in nature, and is used as a form of camouflage; i.e., regardless of appearances, the shape changer is still nothing more than a blob of protoplasm.

Arcturans are masters of all sorts of phony scams, and especially those that prey upon aficionados of New Age fads like Crystalomancy and Channeling. Typical Arcturan scams run the gamut from confidence games like the sale of fraudulent Wonder Products to the staging of phony Paranormal phenomena, spurious Miracles, and just about anything that they can use to turn a quick profit.

Arcturans tend to be self-centered and conceited, and are born salesmen. They are generally non-violent unless cornered like rats, at which point an Arcturan may get desperate and try to assimilate an opponent by reverting to its normal form and attempting to engulf the victim, causing damage by suffocation and (eventually) digestion. Even so, a meaningful show of force is usually sufficient to convince an Arcturan to pack it in and ply its trade elsewhere.

STATS FOR A TYPICAL ARCTURAN

Body	1-3
Mind	7-11
Spirit	0-2
Shapechange	7-12
Salesmanship	7-11
Lie	14
Suffocating attack	1-5

Arcturan in typical human disguise.

BRAZILIAN NAZIS

Escapees from the now-defunct Third Reich, these perverse individuals fled to South America in order to avoid being prosecuted as war criminals. Most have never gotten over the fact that they lost World War II and are quite deranged, displaying symptoms typical of paranoid-schizophrenics and megalomaniacs.

The headquarters of the Brazilian Nazis (AKA "The Boys From Brazil") is believed to be located somewhere in the jungles outside the city of Rio de Janero. Here, their mad scientists work on such weird projects as resurrecting Adolph Hitler from the dead and creating a new Master Race through the process of cloning.

The Brazilian Nazis are believed to have connections with the Bavarian Illuminati, and perhaps even certain hostile alien entities. Their agents may be encountered anywhere throughout the world.

STATS FOR A TYPICAL BRAZILIAN NAZI

Body	0-4 (most very old)
Mind	0-6
Spirit	-3 to -9
Weird Science	3-8
Hide True Identity	3-8
Luger	2-6

DEMONIC POSSESSION

Possession by infernal entities is a fairly common complaint in the Tabloid World universe, which fairly seethes with demonic entities in a wide variety of shapes and forms. The weakest resemble malformed imps, goblins, or bogey-men. The worst of the lot look like something out of the Disney movie, Fantasia, only lots scarier.

Demonic Possession generally occurs most often in entities who are either very young or have a low Spirit rating — demons prefer to prey upon weaker entities, and will rarely bother any creature or being with a Spirit rating greater than 3.

Once a demon has spotted a likely victim it attacks, latching onto the victim's Spirit so it can feed on its aura. Activities of this sort sometimes attract the attention of other demons, causing them to join in like sharks in the grip of a feeding frenzy.

Demonic Possession causes the loss of 1 point of Spirit per day. This is compounded in the case of multiple possession, though Spirit loss rarely exceeds 2 points per day due to the greedy and uncooperative nature of demons.

In advanced stages of Possession the victim may exhibit signs of chaotic, psychopathic, and/or sociopathic behavior. If the condition is not remedied before the victim's Spirit rating sinks to -10 or less, the victim's Spirit will be severed from its physical self, leaving the Body and Mind in control of the Demons.

Fortunately, Demonic Possession is not necessarily fatal. Getting rid of the invasive entity or entities will restore the victim's Spirit to full health. Demons hate holy water, holy symbols, and benevolent religious icons of all types, which cause them great discomfort. Still, the only sure cure for Demonic Possession is an Exorcism.

STATS FOR A TYPICAL DEMON

Body	0
Mind	1-8
Spirit	from -1 to -9
Possession	1-20
Astral Travel	1-20
Read Auras	1-20
Astral Assault	1-20

DERANGED SERIAL KILLERS

These twisted individuals are Mundanes who have been possessed either by infernal spirits, Martian Mind Controllers, or Evil Past Lives. The most infamous Deranged Serial Killers include the late Jack the Ripper, Ted Bundy, and creeps like child-murderer Albert Fish and Ed Gein.

The typical Deranged Serial Killer is a white male, age 25-35, of unexceptional and even rather Mundane appearance. His public persona is often that of a quiet and unassuming nerd, who nobody really pays much attention to until its too late. Kind of like the kid you made fun of in school, actually. You may even have one or two in your neighborhood—particularly if you live along the Pacific Rim, where a recent study estimated that over 25% of the population exhibit serious sociopathic tendencies (have a nice sleep tonight).

Deranged Serial Killers prefer to operate under cover of darkness, or in the privacy of their own homes. Some have been known to put up a fight when caught, but most usually give up as soon as they've been discovered.

The majority of these mass murderers are eventually captured and put away where they can't hurt anyone. However, the Evil Past Lives of Deranged Serial Killers like Jack the Ripper may return to the Mundane plane time and time again in search of fresh victims.

STATS FOR A TYPICAL DERANGED SERIAL KILLER

Body	2-7
Mind	0-5
Spirit	0 to -5
Hide from The Law	3-9
Ambush	3-8
Look Innocent	3-9
Kill People (weapon of choice)	3-7

EBES

EBEs (pronounced EE-beez) are Extraterrestrial Biological Entities who hail from the Betelgeuse galaxy. They are a technologically, if not emotionally, advanced race of beings who span the galaxy in flying saucers. Standing less than four feet in height they are the original "little green men" of popular folk lore. The old legends of "faeries" and "changelings" may be attributed to these mischievous creatures, who've probably been playing humans for saps for thousands of years.

EBEs are inveterate practical jokers who love to play pranks on other life-forms. Typical EBE "jokes" include leaving fake Bigfoot prints in wooded areas, impersonating Elvis, scaring people by faking alien invasions or Abductions, leaving Crop Circles all over the place, creating phony Miracles, and so on.

EBEs are not evil; they're just a pain in the neck. They will never deliberately cause harm to other life-forms, though frankly, accidents have been known to happen.

If threatened, EBEs will defend themselves, using a peculiar type of stun gun that can be made to resemble any sort of harmless object or device — stun guns shaped like bananas, cameras, or pickles are especially popular with EBEs. Once their pranks have been discovered or have had the desired result they will usually hop into their disk-shaped spaceships and head back to Betelgeuse, laughing all the way.

STATS FOR A TYPICAL EBE

Body	1-5
Mind	7-11
Spirit	1-3
Adopt human disguise	5-7
Create Fake Phenomena	4-12
EBE Stun Gun	3-7

EBEs acting spooky.

FOOD ADDITIVES

In Tabloid World most Enlightened folks are aware that side-effects from Food Additives can sometimes cause of all sorts of truly strange phenomena, from instant obesity to Bizarre Mutations, Poltergeist Phenomena, and everybody's favorite, Mass Hallucinations.

Just about any type of processed food can contain strange, PANDEMONIUM-inducing additives. A short list of the most likely suspects should include anything you can get at a fast food restaurant, MSG-laden take-out from weird Chinese restaurants, edible Wonder Products, LSD-25 (found in wheat ergot), children's breakfast cereals (particularly the ones that include day-glo colored marshmallow bits and such), the many varieties of junk and snack foods, and so forth.

Exposing the source of the additives in the tabloids will usually cause the responsible party enough bad publicity that it will be forced to discontinue production of the offensive additives. Once this has been done the side-effects will usually stop.

GILANEANS

Gilaneans are aliens of extra-dimensional origin who sometimes travel to the Earthly plane in glowing, cigar-shaped vessels. Their bodies are basically humanoid in form, but are comprised of luminous, ambient energy. Though these advanced beings can alter the density of their forms, they are actually noncorporeal entities who hail from someplace on the astral plane.

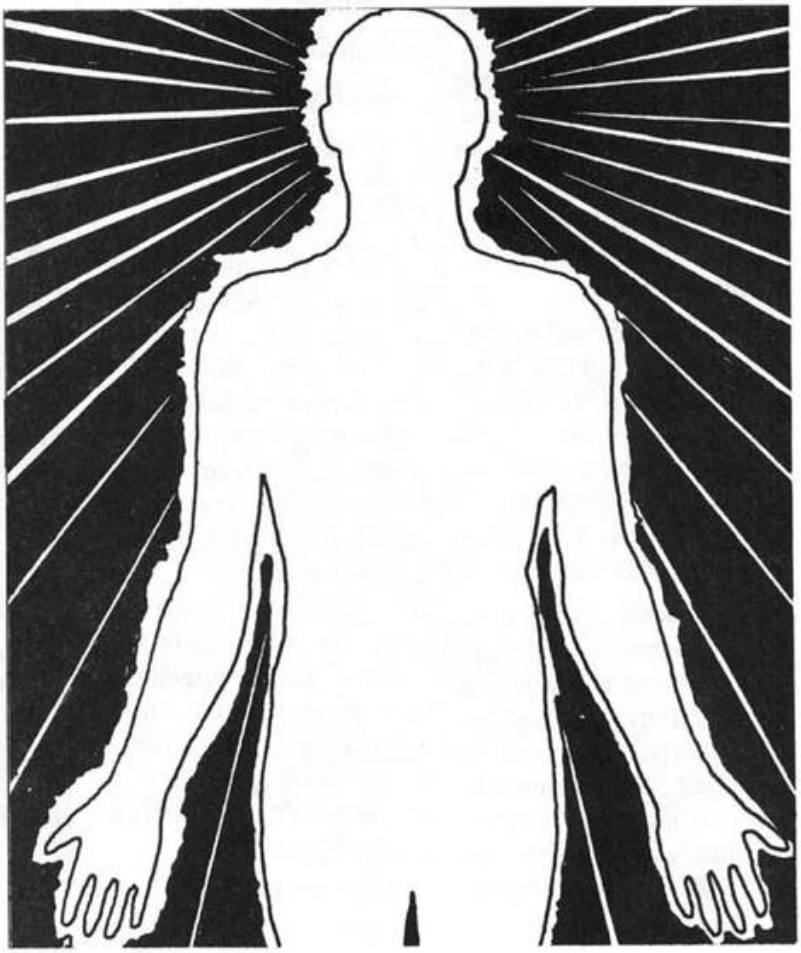
Gilaneans have absolute respect for the Laws of the Universe, and wish only to help and Enlighten the human race. To this end they sometimes subject other life-forms to a ray that emanates energy waves, removes fear, and encodes the mind with knowledge and information — in other words, it turns Mundanes into Enlighteneds. Like the Gilanean's ships these devices are made of ambient energy, and can only be used by other energy-based life-forms.

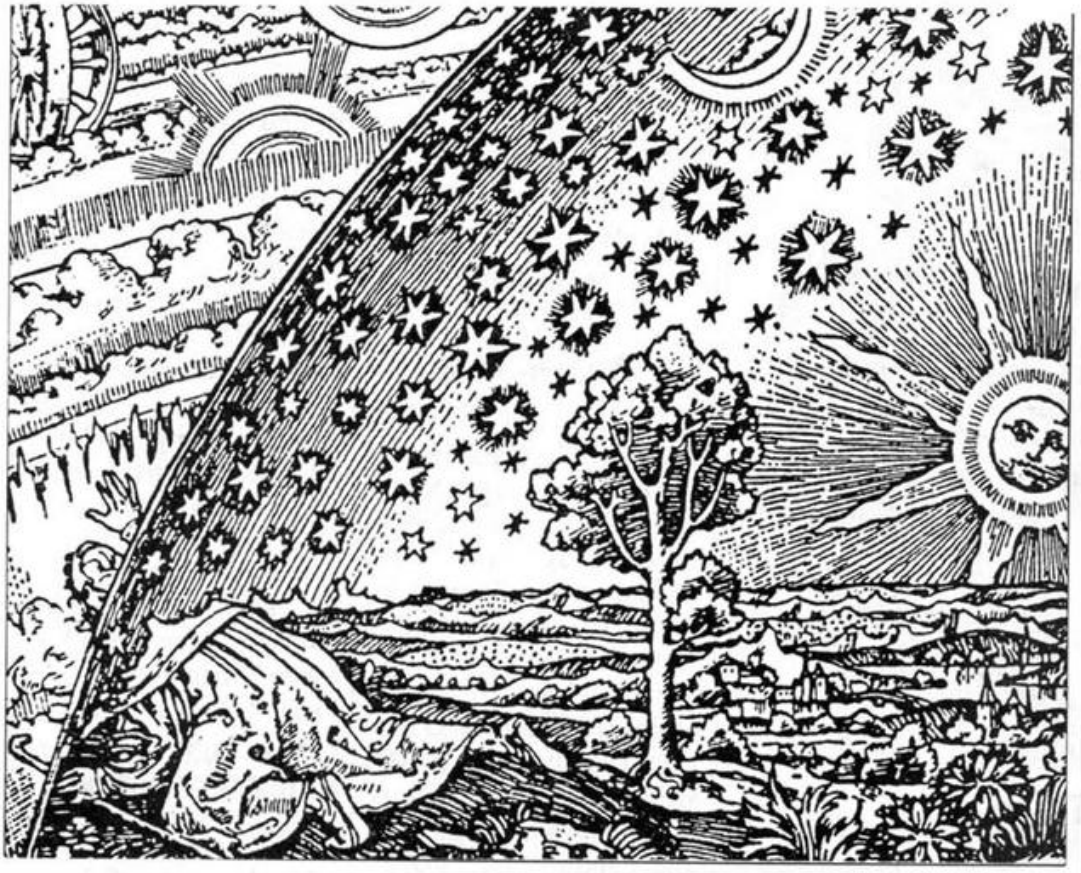
It is of great concern to the Gilaneans that Mundane humans, being prone to acts of violence and primitive savagery, will attempt to cause them harm. This is why they prefer to operate in complete secrecy, using their abilities to gradually Enlighten Earth's population so that humans will someday be able to take their place among the more advanced races.

Its a dirty job, but someone has to do it.

STATS FOR A TYPICAL GILANEAN

Body	0
Mind	9-16
Spirit	9-18
Enlightening Ray	6-12
Alien Technology	10-20
Teleport at Will	16





INTER-DIMENSIONAL RIFT

An inter-dimensional rift is a hole or tear in the space-time continuum. This phenomenon can be caused by any number of things, including hostile aliens, accidents involving UFOs, side-effects from Toxic Waste, Top Secret Government Experiments (like the Philadelphia Experiment), and so forth.

Rifts created in such a manner may be found in any size, from as small as a pinhole to a great, yawning chasm. They may be static or stationary, maintaining the same position for long periods of time, or they may move about at random or along a specific route. Some rifts stay the same size, and never change shape. Others get larger as time passes, making them increasingly dangerous.

Interdimensional Rifts are troublesome for two reasons. First, there is the possibility that someone or something could fall through a rift and be stranded in another dimension. Secondly, there is the possibility that things may come out of a rift and gain access to the earthly plane. Otherworldly leakage of this sort may be responsible for such phenomena as Forteana, Temporal Rifts, Deja-Vu, or even the dreaded Deja-Vu Time Loop. Even worse, a rift may be used as a gateway by hostile aliens, demonic entities, spirits, and things too strange to mention. Kinda gives us the creeps just thinking about 'em, in fact...

LAKE MONSTER

These giant aquatic creatures may be found in any body of water, from the most isolated lakes and seas to common sewers or ponds. One theory is that they are the last survivors of the age of dinosaurs, who come from deep inside the Hollow Earth.

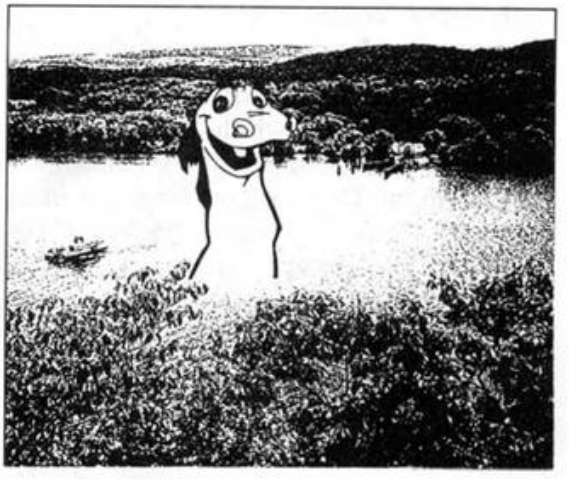
Lake Monsters may be responsible for Missing Persons or related phenomena, and are known to attract UFOs and other sightseers.

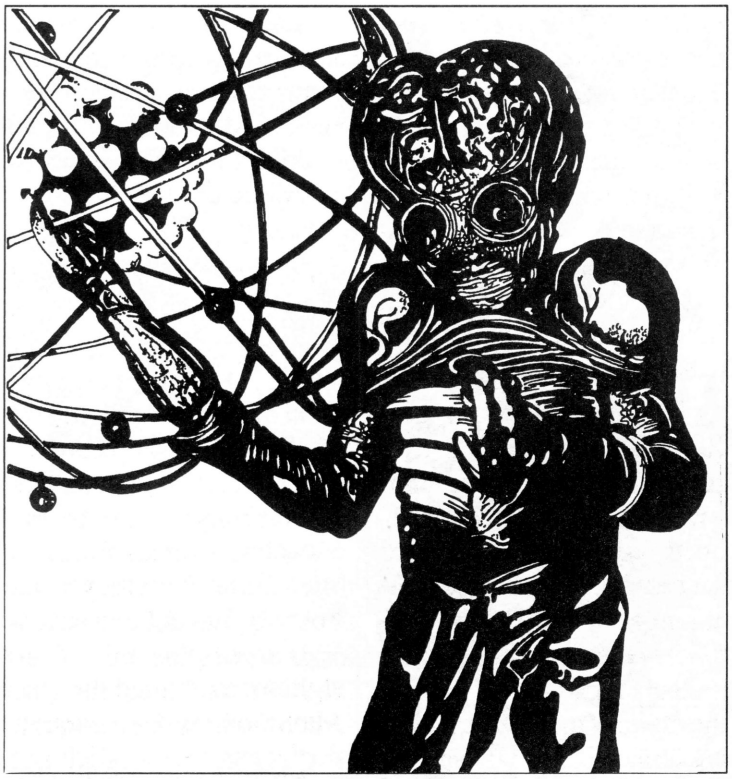
Lake Monsters are usually described as resembling giant sea serpents or plesiosaurs. Most have a small head, and some are said to have one or more humps on their back. They tend to be shy, and usually flee soon after they have been spotted. Still, it is possible that a Lake Monster might attack a small ship if it were threatened, harassed, or very hungry.

The best known of these creatures is the Loch Ness Monster, which lives in Scotland. Less well known, but every bit as monstrous, are "Manipogo", a creature sighted in Canada's Lake Manitoba, and the aquatic denizens of Lake Michigan, Lake Champlain, Hampton Beach, and dozens of other places. There might even be one near your home town. Happy swimming...

STATS FOR A TYPICAL LAKE MONSTER

Body	15-30
Mind	0
Spirit	3-9
Swim	9-14
Hide underwater	9-14
Bite or Tail slap	8-16





MARTIANS

Martians are an ancient and malevolent race of cephaloids that look like something out of a 1950's sci-fi movie. They stand over seven feet in height and have goggle-eyes and a large, external brain. On their home world Martians live in underground tunnel-complexes that emanate outward from a central "pyramid"— the sanctum of the Martian ruler, an ancient, powerful, and really gross looking entity known as the Mastermind.

Martians possess extraordinary psionic powers, which they use to control the minds of other life-forms. They possess an advanced form of technology that enables them to project or "beam" thought-commands across millions of miles, and to create artificial beings called Replicants (see Minor Phenomena, Replicants).

The inhabitants of the Red Planet are control freaks who derive pleasurable sensations from the act of subjugating other intelligent life-forms to the will of the Mastermind. Their methods include Mind Reading, brain washing, and injection with alien control drugs.

The Mastermind's objective is to censor and erase "dangerous" concepts such as individuality and freedom and replace them with its own fanatically arch-conservative and intolerant views. Humans who have fallen under Martian mind control are referred to in the P.I. biz as "Pinheads" (see Minor Phenomena, Pinheads). Martians have long regarded the Venusians as their most hated enemies, and have waged psychic warfare against them for untold millennia, generally to no avail.

STATS FOR A TYPICAL MARTIAN

Body	1-3
Mind	9-13
Spirit	0
Mind Control	3-13
Alien Technology	6-12

MOTHMAN

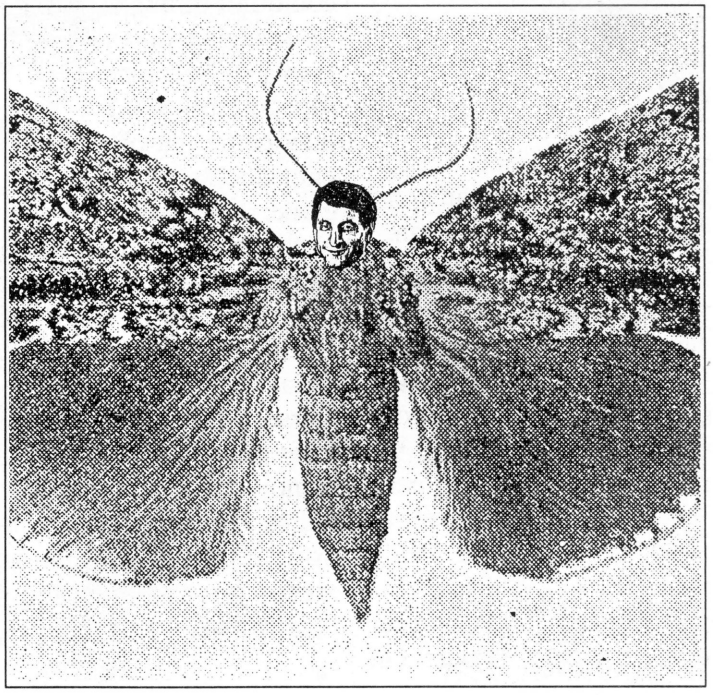
While they don't get the kind of media exposure that UFOs or Bigfoots get, Mothman sightings have been reported throughout the world for many years. These creatures have been described as partly humanoid in form, with glowing red eyes and a wingspan of up to 35 feet. They can fly at up to 100 MPH, are covered with furry down (brown or grey in color), and are said to make a loud squeaking noise that may be related to some type of sonar ability.

Mothmen, and their female counterparts, Mothwomen, are not known to be dangerous or violent, nor is it known where they come from. If threatened, a Mothman can defend itself by emitting a gaseous spray from its extensible mouth-tube, causing temporary paralysis.

Some believe these creatures may be alien entities that have flown to Earth from other worlds, or perhaps the Moon. Like moths, they are attracted to bright lights and repelled by insecticides — mothballs are said to work especially well. Sightings of "owlmen", "birdmen", and even some reports of UFOs or aliens may actually be Mothman sightings. Don't be fooled by cheap imitations.

STATS FOR A TYPICAL MOTHMAN OR MOTHWOMAN

Body	3-7
Mind	0-3
Spirit	2-6
Fly	3-12
Navigate by Sonar	3-6
Paralyzing Spray (range: 10'; duration 2 turns)	1-6



PUBLICITY SEEKERS

Mundanes get a big charge out of seeing their names in print, and will sometimes go to surprising lengths to accomplish this dubious achievement. Examples include boneheads who try to get into the Guiness Book of Records and people who climb skyscrapers for no good reason, parachute into public places, collect really tacky things and put them all around their yard, build homes out of stupid things like soda cans or Twinkies wrappers, and so forth.

While not especially common, Publicity Seekers will sometimes try to fake paranormal phenomena in order to attract attention. Examples of this sort of behavior include giving false reports of UFO sightings or abductions, concocting phony Miracles, and all sorts of weird schemes intended to bilk the public. Seasoned P.I.s have little patience for these characters, whose antics can end up sending them on all sorts of pointless assignments.

STATS FOR A TYPICAL PUBLICITY SEEKER

Body	0-5
Mind	0-2
Spirit	0-2
Get Publicity	3-7
Irritate People	3-9

REPTOIDS

Reptoids are an ancient and hostile race of aliens who migrated from the Zeta Reticuli star system and came to Earth many thousands of years ago. Soon after their arrival they established hidden bases deep underground, the largest of which is said to be located in Dulce, Nevada. Reptoids sometimes emerge from their underground tunnels to abduct humans, from whom they derive certain fluid nutrients that they need to survive.

Though few in number, Reptoids are regarded as a serious threat to humankind. They possess a highly developed technology, and have successfully resisted several attempts by the US military to drive them out of their underground haunts. Among the devices that they employ are tunnel-craft that can drill through solid stone and earth, force field projectors, and disrupters — the latter, a type of raygun that can be used to stun living creatures by scrambling their synaptic connections, or at maximum settings, to disintegrate organic and inorganic matter by disrupting their molecular structure.

There are two known types of Reptoids: Dracos and Chameleons, both of which resemble humanoid reptilians in form. Dracos are the largest, standing over eight feet tall and weighing upwards of 600 pounds. Chameleons are shape-changers, who are able to assume human form. In their natural form they stand about six feet tall and have a long, serpentine tail. They are more intelligent than the Dracos, whom they control.

Known from ancient times as the Serpent Race, Reptoids are believed by some to have been the inspiration for such entities as dragons, naga, the serpent from the Garden of Eden, the Beast, and the devil. A connection between the Reptoids and certain Satanic Cults has been suspected, but never proven.

STATS FOR A TYPICAL CHAMELEON

Body	1-6
Mind	6-12
Spirit	0 to -4
Alien Technology	11
Adopt human disguise	3-12
Disruptor	2-12

STATS FOR A TYPICAL DRACO

Body	5-14
Mind	1-3
Spirit	0 to -4
Alien Technology	11
Disruptor	2-12

SECRET CONSPIRACY

In Tabloid World, Secret Conspiracies can be found almost anywhere. The most common are rumored to involve groups and institutions such as Communists, the Government, bankers, aliens and their agents, and the Vatican. Conspiracies of smaller or larger scope may also be in operation, but are so secret that nobody knows anything about them — at least, not yet.

The most infamous conspirators are the Bavarian Illuminati, a powerful and mysterious secret society whose goal is nothing short of world domination. The Bavarian Illuminati have devised a web of secret conspiracies so intricate and convoluted that it can never be unraveled. The Illuminati manipulate financial institutions throughout the world, and are rumored to quietly wield control over many other groups and cults.

Editors can create Secret Conspiracies of their own design by linking together several of the groups, organizations, and entities mentioned in the Encyclopedia Paranormal — for example, Martians might be using a Pinhead senator to lobby for a Top Secret Government Experiment to study the effects of Toxic Waste on Lake Monsters. Conspiracies of this sort need only the slimmest thread of logic to hold them together, and can take P.I.s a long time to unravel.

Due to their very nature, Secret Conspiracies are vulnerable to publicity. As such, they can usually be rendered defunct by exposing the conspirators' plans in the tabloids. This is one way that P.I.s can help make the world a safer place — while also earning a few bucks, of course. Hey, It's the American way...

STATS FOR A TYPICAL MEMBER OF A SECRET CONSPIRACY

Body	1-7
Mind	2-8
Spirit	0 to -3
Act Secretively	3-9
Conspire	3-9

SPIRIT POSSESSION

This phenomenon takes place when a noncorporeal entity invades the body of another life-form. The victim need not be human — in fact, stories about possessed pets and other animals are a regular staple of the tabloids.

There are several reasons why spirits take possession of a host entity. Some spirits are unable to move on to the next world because they have unfinished business on the mortal plane. Others suffered a particularly violent or unfair death, and will not move on until justice has been done. Tutelary spirits are the most benevolent types, visiting other life-forms in order to offer them advice or assistance. The most obnoxious are malign spirits, who possess the physical forms of living beings in order to cause trouble or further their own evil ambitions.

Spirits usually take possession of a chosen host at night, entering the host's dreams in astral form. A benign spirit may reside within a host for extended periods of time, making its presence known only during a seance or Channeling episode. Malign spirits are not so passive, using their Astral Assault ability to force the host to do their bidding until such time as the invasive spiritform is forcibly removed, either by exorcism or some other method. The malign spirits of Evil Past Lives are particularly dangerous in this regard.

Subjects who have been possessed by spirits may exhibit such Paranormal Talents as Channeling, Speaking in Tongues, Automatic Writing, or drastic shifts in personality. This can be pretty weird, particularly if your pet dog starts speaking in ancient Babylonian. The effects of this type of manifestation are generally not dangerous to the subject — in fact, some folks make a pretty good living as mediums, channelers, and prophets of popular New Age doctrines.

Various Paranormal Talents can be used to detect the presence of a spirit in another entity's body. Aura Reading will reveal a "double image", while Mind Reading may detect a second "voice" speaking through the subjects subconscious. Unwanted cases of Spirit Possession can be remedied by means of an exorcism, or by satisfying the spirit's requirements.

STATS FOR A TYPICAL CHAMELEON

Body	0
Mind	1-10
Spirit	-10 to +16
Astral Assault	1-10
Cause Paranormal Talents	1-10

TOP SECRET GOVERNMENT EXPERIMENT

It's an accepted fact that the US government engages in top secret experimentation of all sorts — the testing of LSD on Army servicemen in the late 1940's is a good example of the type of spurious practices that go on behind closed doors, at the taxpayer's expense.

And that's just for starters: consider the experiments that are currently going on in the fields of gene-splicing, biological warfare, nuclear weapons, cold fusion, cancer and AIDS research, and who knows what else. If you think that none of these experiments ever go awry you're the type of person who would probably spend $49.95 on a product like Miracle Fat-B-Gone or Nu-Hair.

Remedying any type of phenomenon caused by a Top Secret Government Experiment can be a tricky and even dangerous job. P.I.s who get involved with a Story like this may find themselves up against the full weight of the bloated government bureaucracy, as well as a host of top secret security agencies and their operatives.

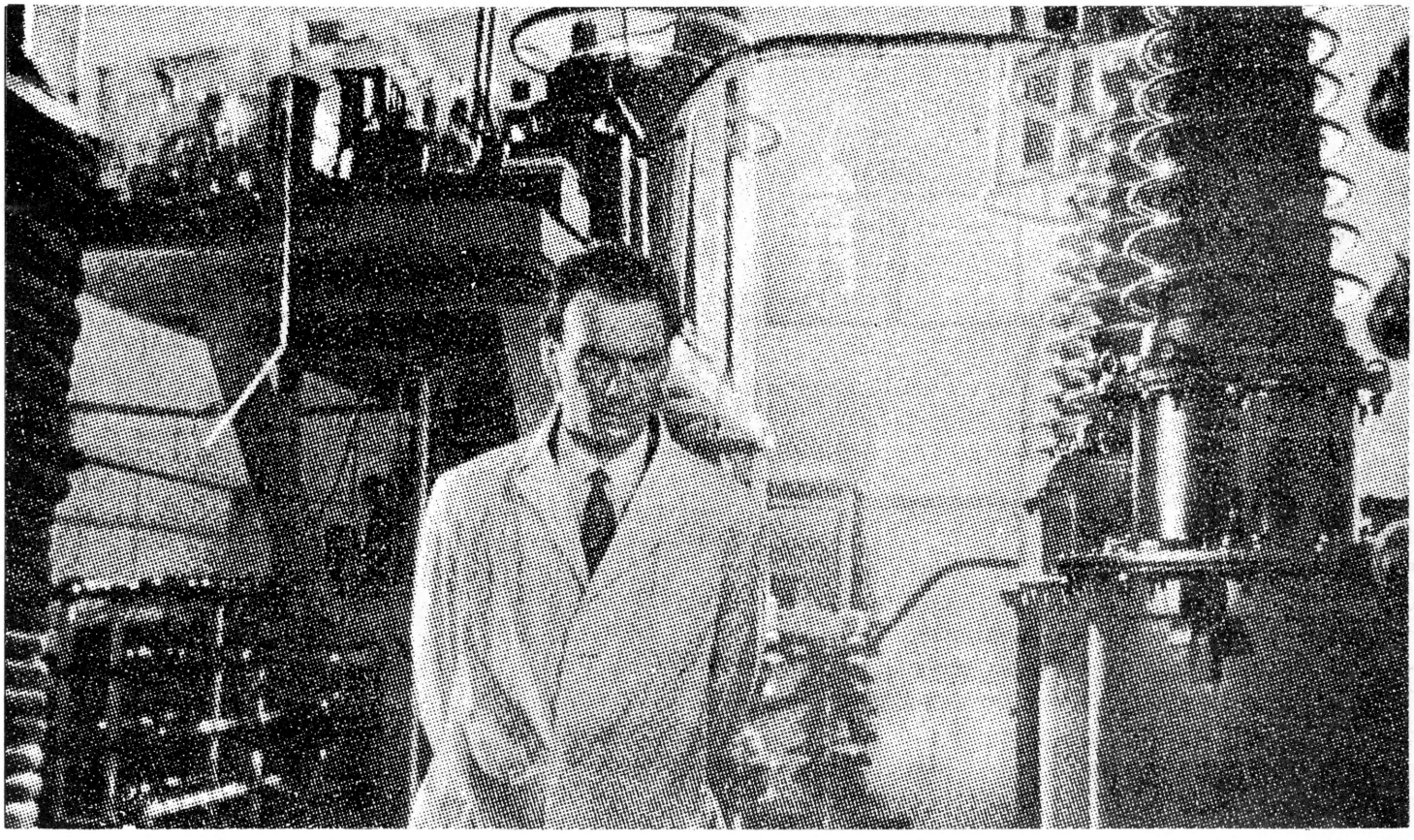
Exposing the secret goings-on in the tabloids can sometimes get results by focusing unfavorable publicity and public opinion on the guilty party or parties (this works especially well if politicians are involved). However, in all likelihood it will just result in another government cover-up, so don't hold your breath...

TOXIC WASTE

Everybody knows Toxic Waste is bad for your health, but Enlightened P.I.s will tell you that this is just the tip of the iceberg. In fact, Toxic Waste can cause an entire range of paranormal side-effects, from Weird Mutations and Uncanny Psychic Phenomena to Interdimensional Rifts and Mass Hallucinations.

Toxic Waste can be found in dumpsites, rivers, streams, lakes, buried underground, or just about anywhere. Solid and liquid wastes are often stored in steel drums or barrels, which when exposed to the elements begin to break down, allowing the contents to seep into the soil and contaminate local wells. Sludge, acids, chemical waste, and raw sewage are sometimes poured directly into a body of water in their unadulterated state, causing the contamination to be spread across a wide area.

The only way to get rid of Toxic Waste is to cut off the source of the noxious materials and clean-up or neutralize the affected area. In reality, there is no cheap or easy way to accomplish this, which is why pollution is such a serious problem. In the PANDEMONIUM game its no piece of cake either, though for game purposes massive quantities of neutralizing agents such as baking soda and charcoal will usually suffice. Once the Toxic Waste is gone, the side-effects it caused will usually disappear. You should be so lucky in the real world...



VAMPIRES

Vampires have walked among us for thousands of years, and now seem to haunt our movie theaters and game stores in droves. The most famous Vampires include Adam's first wife Lilith, the Vampiress Camarilla, Prince Vlad Tepes (AKA Vlad the Impaler, infamous ruler of the Romanian province of Transylvania, who is regarded as the original Dracula), the Hanover Vampire Fritz Hartman, and others too numerous to name.

As most people are aware, Vampires subsist upon blood, and are virtually immortal. They only come out at night, remaining hidden by day. Their abilities include shape-changing (bats and black dogs are popular forms), super human strength and endurance, and the Paranormal Talent, Mind Control.

Any living creature that is killed by a Vampire may in turn become a Vampire (roll on the Fate Table vs the potential victim's Spirit rating to determine if the subject is able to resist; if not, the victim returns to life as a Vampire). The new Vampire remains under the Mind Control of its maker until such time as it is able to break free or is released.

Popular folk wisdom states that Vampires cannot stand sunlight, holy symbols of any faith, and garlic, and can be slain by pounding a wooden stake through the heart. The latter sounds logical — the others are open to debate. Some people insist that Vampires do not really exist, and that incidents attributed to these creatures are actually the work of Deranged Serial Killers, Satanic Cultists, hostile (or even indifferent) aliens, or wild animals. Smart P.I.s always carry a Vampire Protection Kit with them, just in case.

STATS FOR A TYPICAL VAMPIRE

Body	11-13
Mind	3-8
Spirit	-9 to +3
Shape Change	5-12
Mind Control	13-14
Bite or Strangle	3-12

VENUSIANS

These friendly aliens from neighboring Venus are humanoid in form, and come in two basic types. The Benevolents are dark-skinned, and look something like ancient Egyptians — not coincidentally, since they first visited Earth long ago and may have helped build the pyramids. Benevolents are enamored of certain elements of human culture, most notably, Jazz. They regard the late jazz saxophonist, Charlie Parker (aka Bird), as the very paragon of human Enlightenment. When visiting Earth Benevolents typically adopt the dress, mannerisms, and speech of "hep cats", or beatniks.

Members of the second Venusian race look a lot like golden-skinned, fair-haired humans. They are referred to by some UFO experts as "Blondes", a name which they tolerate but do not especially appreciate due to the recent rash of "blonde jokes". The Blondes regard L-Viz as a benign, Buddha-like entity, and are very fond of his music. They are a minority on their home world.

A Venusian Benevolent being cool.

The Venusians are the age-old enemies of the Martians, who have waged psychic warfare against them for many thousands of years, though without success. Blondes in particular resent Martians, whose Replicant and Pinhead agents once tried to censor L-Viz by keeping his lower body from appearing on TV.

Venusians consider the Reptoids a serious threat to humankind, and have helped humans resist the evil aliens in the past. They are friendly with the Gilaneans, if not the Arcturans, and find the antics of EBEs entertaining, at least up to a point.

Though Venusians are generally non-violent by nature, they will use their psychic powers to defend themselves if threatened — the mode of choice is a Psychic Assault that stuns painlessly. Venusians mean no harm to our planet — they are our friends.

STATS FOR A TYPICAL VENUSIAN

Body	5-8
Mind	9-14
Spirit	7-12
Alien Technology	9-14
Clairvoyance	3-11
Psychic Assault	3-12

WEIRD RELIGIOUS CULTS

The *Encyclopedia Paranormal* defines a Weird Religious Cult as any organized (or even somewhat disorganized) religious or quasi-religious group whose practices are diametrically opposed to such Enlightened concepts as free will, the rights of the individual, freedom of speech, or even common sense.

While this definition might seem to include an overly large number of organizations, for our purposes we will concentrate on four major types: Satanic Cults, Fanatic Cults, Money Making Cults, and Oddball Cults. The leaders and high-ranking members of these groups often have in common the Paranormal Talent, Astral Assault, which they use to gain converts, donations, etc.

Satanic Cults are probably the best known of the four, thanks to the publicity that these groups get in the media, where they are blamed for everything from Animal Mutilations to evil rock and roll lyrics and "demonic" role playing games. Some are dangerous, but most are just spooky.

Fanatic Cults usually have a weird but charismatic leader of some sort who either claims to be God or a close personal friend of God. In either case the leader usually insists that he, she, or it is speaking the word of God, meaning that everyone else in the world is full of it. The primary goal of these Cults is to convert everyone else to their own twisted beliefs.

Money Making Cults also have a charismatic leader —often a Televangelist, who may or may not suffer from a Messiah complex. The main goal of this type of cult is to MAKE MONEY. These groups concentrate on fund raising activities, taking full advantage of their tax-exempt status to rake in the dough.

Oddball Cults typically revolve around the worship of something weird, such as a race of aliens, a celebrity (such as JFK), a concept (such as Nudism), a rock group — you name it, and somebody's probably out there worshipping it. Oddball Cultists are usually not dangerous — they're just incredibly strange.

For more detailed information on each of the four basic types of Weird Religious Cults see the separate listings for each under *Minor Phenomena*, or just take a good look around your neighborhood. These weirdos are everywhere...

MINOR PHENOMENA

ACCIDENTS

Unforeseen occurrences that can cause delays or injuries to the victim, accidents are usually attributed to Mundane causes. Enlightened individuals know that few things happen by accident in the Tabloid World universe, and exhibit a healthy skepticism for such simplistic explanations.

BIGFOOT

The word Bigfoot is a colloquial term for yeti or sasquatch — the creatures are also known as BHMs (Big Hairy Monsters). The typical Bigfoot stands up to eight feet in height, is roughly humanoid in form, and is covered from head to toe in shaggy brown or black fur.

These creatures have been spotted in secluded wilderness areas around the world, from North America to Europe, Africa, and the Far East. They are surprisingly swift for their size, and are normally gentle unless angered — in which case its a good idea to run for your life.

There is no lack of theories regarding the origin of the Sasquatch. Some experts think that Bigfoots may be a type of "missing link" in the evolution if humankind. Others claim that the creatures are a totally unique species that is now on the verge of extinction. Then there are those who say that Bigfoots are the last surviving Atlanteans, or a race of aliens. And of course we should mention the proponents of the Hollow Earth theory, who claim that Bigfoots come from far below the surface.

Bigfoots have been known to abduct women and carry them off into the wilderness, leading to the conclusion that these creatures are attracted in some way to human females. Judging by the frequent tabloid stories credited to various Bigfoot "wives", the reverse seems to be true as well.

A few so-called experts have theorized that there are no female Bigfoots, and that male Bigfoots can only reproduce with the cooperation of a human mate.

STATS FOR A TYPICAL BIGFOOT

Body	9-14
Mind	1-6
Spirit	3-13
Wilderness Survival	5-12
Move Undetected	4-14
Seduce Human Females	3-8
Kick Your Butt if Angry	8-14

CELEBRITIES

Celebrities are Mundane folks who have been elevated to star status by the media. They possess an uncanny ability to attract attention in public, get good tables in restaurants, and receive light sentences when convicted of criminal actions. Most Celebrities possess some talent for acting, singing, or writing, though this is by no means a prerequisite for the position — in fact, extreme talent can be an impediment to top celebrity status.

Even the most insignificant and obscure Celebrities can attract hordes of faithful followers (sometimes called "celebrity hounds") who follow them around at all hours of the day and night, hungering for the chance to see or touch their idol (see Weird Cults). If all this makes you wish you were a Celebrity, don't give up hope. As the late Andy Warhol once said, in the future everyone will be famous for fifteen minutes. Even you and me...

STATS FOR A TYPICAL CELEBRITY

Body	3-9 (looks are important)
Mind	0-6 (not so important)
Spirit	-2 to +4
Attract attention in Public	2-12
Give Interviews	2-8
Pose for Photos	3-13

CHANNELING ENTITY

A Channeling Entity is a spirit or Past Life that elects to make contact with the world of the living by using an outside individual as a host. Such spirits are almost always benevolent, and usually are motivated by the desire to help humankind — in fact, some have been known to help their host land major book contracts or hefty personal consultation fees.

Channeling Entities use a benign form of possession to enter the Mind of a suitable host, typically during a lucid dream. Most remain with a host only for a limited time; typically, until the spirit has helped the host solve a problem or relayed an important message or bit of knowledge. However, it should be noted that certain hostile entities — most notably demons, malign spirits, and Martians — have been known to pose as Channeling Entities in order to use humans for their own purposes.

STATS FOR A TYPICAL CHANNELING ENTITY

Body	0
Mind	1-10
Spirit	3-10 (benevolent)
or	-1 to -10 (malign)
Channeling	3-13
Know Secret Love	3-13
Astral Assault	3-13

COLLECTOR

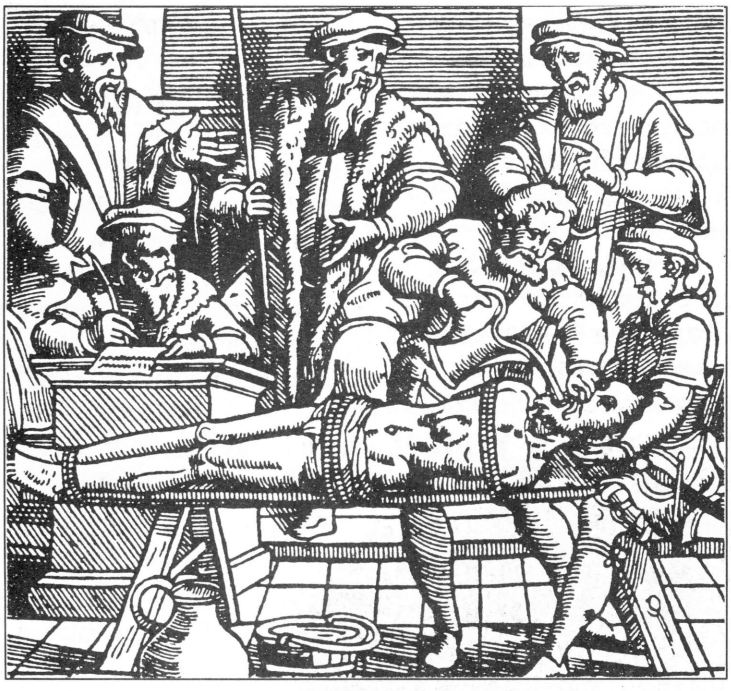
Collectors are Enlightened but highly eccentric humans who obsessively collect things like books, stacks of newspapers, comics, trading cards, magazines, pieces of space debris, religious icons, immense balls of twine or aluminum foil, beer cans, bottle caps, oddities, curios, artifacts, or just about anything. The most famous and Enlightened of all Collectors was Charles Fort (q.v.; a.k.a. "the father of modern phenomenalism"), who spent the better part of his life collecting reports of inexplicable paranormal phenomena. Fort's works are an invaluable source of information for all Editors and P.I.s.

Most Collectors are reclusive and even weird by nature, and as such are viewed as outcasts by Mundanes. Not a few are so preoccupied with their respective fields of interest that they may appear to Mundane folks as nerds. Experienced P.I.s know better, and respect these individuals for their rare and often unique talents.

Collectors usually have a method to their seeming madness, and may trade helpful information to P.I.s in exchange for their favorite collectibles. While the majority of these folks are benevolent or at least indifferent by nature, evil Collectors are not entirely unknown in Tabloid World.

STATS FOR A TYPICAL COLLECTOR

Body	0-3
Mind	3-10
Spirit	0-10
Appraise Collectible	3-13
Look/Act like Nerd	4-14



Debunkers in the old days.

DEBUNKERS

Debunkers are a particularly irritating type of Mundane who claim to have thoroughly investigated the world of the paranormal and decided there's nothing to it. Debunkers view anyone who makes paranormal claims as a dupe, a liar, or a charlatan. They don't believe in UFOs or Bigfoots, and hate the tabloids and everything they stand for.

To these Mundane people, P.I.s, tabloid Editors, and other Enlightened folks are nothing more than exploitationists who take advantage of the unending gullibility of the masses for their own financial gain.

Debunkers will sometimes show up during paranormal occurrences to "set the record straight" by proving that any strange powers or events have a Mundane explanation—whether they themselves have an explanation for the phenomenon or not. They usually support their arguments with "scientific data", often of the most dubious sort, and tend to exhibit a profound disregard for social graces.

Some Debunkers have impressive and even useful Mundane Professions—for example, UFO debunkers might be aviation experts. Those who go after psychics and faith healers will often be stage magicians who can spot sleight-of-hand a mile away. Not a few are associated with Weird Religious Cults, who don't like Enlightened folks horning-in on their territory.

STATS FOR A TYPICAL DEBUNKER

Body	0-6
Mind	0-5
Spirit	0-3
Mundane Profession	0-10

DEJA-VU

The feeling that you have been here before. A Deja-Vu experience may occur as a result of a Past Life memory or due to the normal fluxes and permutations of the space-time continuum.

DEJA-VU

The feeling that you have been here before. A Deja-Vu experience may occur as a result of a Past Life memory or due to the normal fluxes and permutations of the space-time continuum.

DEJA-VU TIME-LOOP

The feeling that you have been here before, over and over in an endless loop. It is possible to find a way out of the loop if you were Einstein in a Past Life, or if you just have a copy of his Einstein's Theory of Relativity on hand and can comprehend the contents (roll vs Mind rating). If not, a person could be stuck in the loop forever, like in an old Star Trek episode.

ELVIS IMPERSONATOR

Elvis Impersonators are people who, either as a result of natural ability or through costuming and make-up, bear an uncanny resemblance to Elvis. The best are dead ringers for the King, both in appearance and mannerisms. The worst usually end up looking like fat guys with sideburns and bad hairdos.

Elvis Impersonators can be found throughout the world, in all shapes, sizes, races, and nationalities. The majority are benevolent folks who do what they do either as a form of hero-worship or as a means of making a living. However, a rare few are alien agents who seek to tarnish Elvis' image on Earth, or members of a Secret Conspiracy.

STATS FOR A TYPICAL ELVIS IMPERSONATOR

Body	0-5
Mind	1-9
Spirit	2-10
Impersonate Elvis	1-10

ELVIS

Rock & Roll singer, recording artist, B movie actor, celebrity, substance abuser, chronic over-eater, legend, would-be government agent, and cult icon — you name it, this guy's done it. His fame extends throughout the Mundane plane and into the very heart of Tabloid World and beyond. Is The King dead? Ha! Only Mundanes believe that one.

Authentic Elvis sightings are rare, even inTabloid World, and are considered to be important news. Stories of this sort sell a lot of tabloids, and are always Front Page material.

Elvis sightings are also important for another reason, because the King rarely shows his face in public unless something big is going on. Smart P.I.s keep their eyes peeled for Elvis sightings, which invariably herald the coming of some sort of important event.

As anyone who is anyone surely knows, Elvis was clearly one of the Enlightened. The King has been an inspiration to untold millions of sentient beings across the entire Tabloid World universe, and remains so to the present day.

The following is a sample of the King's writings on the subject of Enlightenment, which he referred to as TCB (Taking Care of Business). By the way, the title, "the 8th", refers to the fact that Elvis was an 8th degree black belt in karate.

THE TCB OATH WRITTEN BY ELVIS IN 1971.

- *More self-respect, more respect for fellow man.*
- *Respect for fellow students and instructors.*
- *Respect for all styles and techniques.*
- *Body conditioning, mental conditioning, meditation for calming and stilling the mind and body.*
- *Sharpen your skills, increase mental awareness for all those who might choose a new outlook and personal philosophy.*
- *Freedom from constipation.*

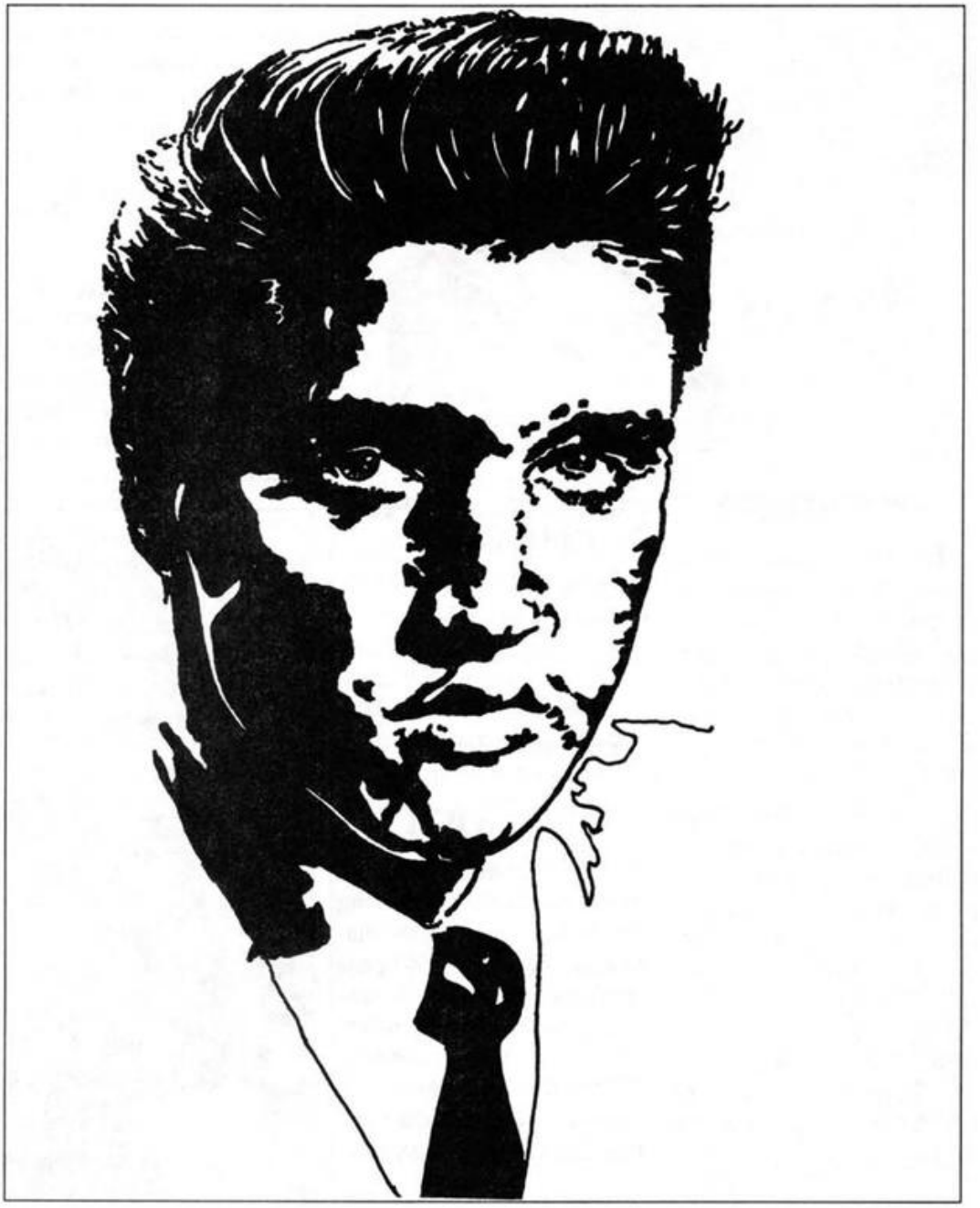
TCB TECHNIQUE

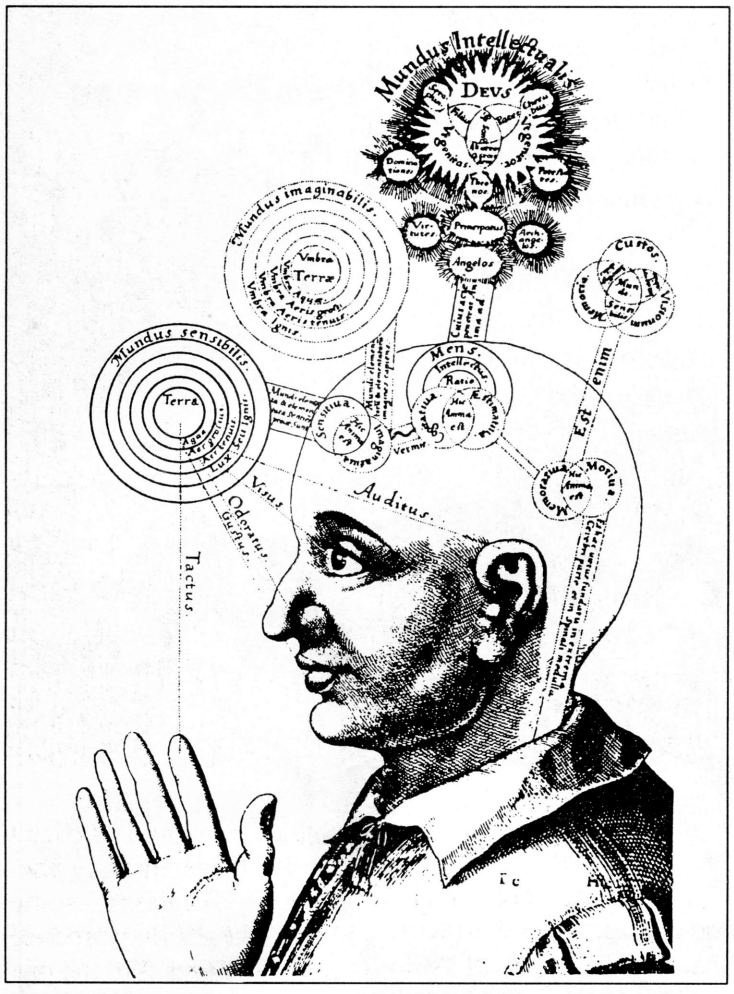
All techniques into one
Elvis Presley, the 8th
Applying all techniques into one.

What more can we say?

STATS FOR THE KING

Body	3
Mind	7
Spirit	10
Sing Elvis Songs	10
Charisma	10
Martial Arts	8





ENLIGHTENED

P.I. lingo for any sentient entity that is able to perceive, believe in, and have some understanding of paranormal phenomena. Enlightened beings are usually benevolent, though a few twisted types are known to exist.

A common mistake that is made by inexperienced P.I.s is to assume that because a person or entity is Enlightened he, she, or it will necessarily be very intelligent, highly competent, and even saintly. Smart P.I.s know better than to overestimate the Enlightened, many of whom are as human as the next entity.

STATS FOR A TYPICAL ENLIGHTENED

Body	0-10
Mind	0-10
Spirit	0-10
Mundane Profession	0-8
Paranormal Talents	1-10

EXORCISTS

Exorcists are practitioners of the ancient art of driving out unwanted demons, malign spirits, and poltergeists from people, places, or possessions. To do so Exorcists may rely on shamanistic Magic, traditional exorcism rituals, and/or the Paranormal Talent, Astral Assault.

Contrary to what you see in the movies, not all Exorcists work for the Catholic Church. Some may be associated with other religions or cults, including Weird Religious Cults. A rare few are free-lancers who have no connections with any organized religion or set of beliefs.

Exorcists usually work alone, but sometimes have an assistant or two. The tools of their trade include religious texts, vestments, scriptures, holy water, and specialty items that can be used on particular types of entities — for instance, Osmond Family records that can be used to drive-out heavy metal rock n' roll demons.

Some work for free, while others charge a fee of $100-1000. As is the case with the members of any profession, some Exorcists are frauds who are only in it for the money.

A medieval Exorcism manual

STATS FOR A TYPICAL EXORCIST

Body	0-6
Mind	2-10
Spirit	2-10
Magic	0-10
Astral Assault	0-10

FALLING SPACE DEBRIS

All kinds of stuff falls to Earth from outer space, including meteors, pieces of Skylab, garbage from past NASA missions, loose parts from UFOs, and so forth.

The primary source of such materials is said to be UFOs, and particularly the large mother ships of alien Abductors. Under regressive hypnosis, human abductees have reported being taken aloft in vessels that contained living, Earth-like ecosystems. One such report described a ship that carried a fully stocked alien-made lake, which its occupants drained while in flight and later refilled.

Falling Space Debris can sometimes be mistaken for Forteana, and vice versa. Most authentic space debris burns up in the atmosphere, but a few bits and pieces sometimes get through. Getting struck in the head by a piece of space debris can cause temporary amnesia...or worse.

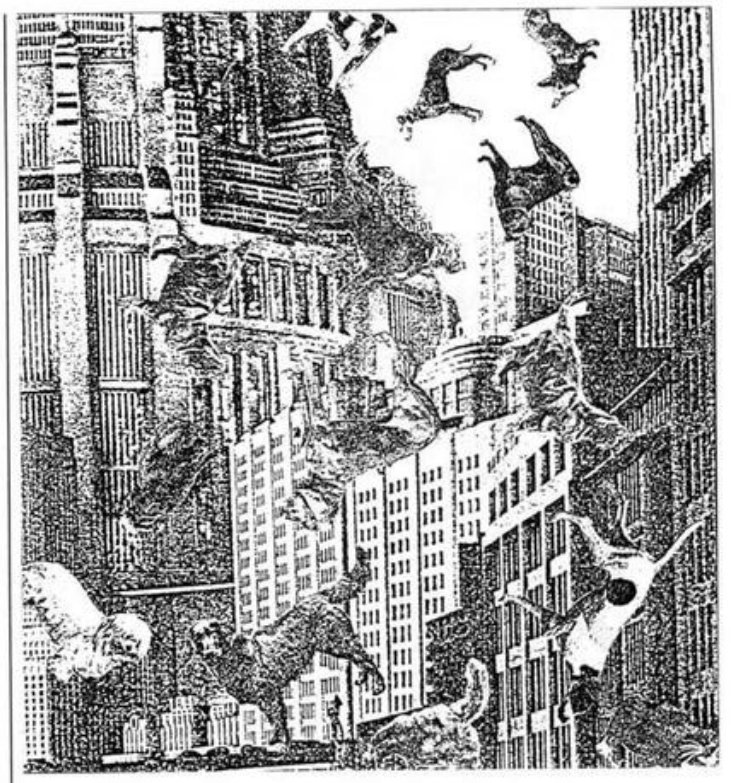
FANATIC CULTISTS

Fanatic Cultists are members of a particular type of Weird Religious Cult whose views are both highly conservative and extremely intolerant. Members usually swear loyalty to a weird but charismatic leader of some sort who either claims to be God or a close personal friend of God. In either case the leader usually insists that he, she, or it is speaking the word of God, meaning that everyone else in the world is full of it. The leader and his, her, or its followers usually have some sort of hare-brained scheme to convert everyone else to their own twisted beliefs.

Some Fanatic Cults are extremists who employ tactics such as kidnapping, brain-washing, and mind altering drugs in order to achieve the desired results. The most dangerous are those who possess the Paranormal Talent, Astral Assault, which they use to lower their subjects' resistance before attempting to convert them to the faith. The worst of the lot have been known to horde huge quantities of food, weapons, and ammunition and hole-up in some secluded spot until the authorities finally get tired of their mindless ranting and raid the joint. A popular ploy among these folks is to claim that the end of the world is near, and that the only chance of salvation is to join their Cult. Right.

STATS FOR A TYPICAL FANATIC CULTIST

Body	0-7
Mind	0-5
Spirit	0 to -2
Self Defense	1-6 (various means)
Astral Assault	0-6
Convert You (roll vs subject's Spirit rating to resist)	1-4



FORTEANA

Forteana are weird meteororological aberrations that have no apparent explanation. They can generally be divided into two major types: *Falls*, and *Bizarre Natural Phenomena*.

Falls include such oddities as black rain, giant snowflakes, hydrometeors (ice in all sorts of weird shapes), sulphur, salt, frogs, fishes, snails, lizards, cannonballs, snakes, larvae, gelatinous meteors, and a weird type of spongy fungus called "*nostoc*", to name just a few.

While a rain of Jello is usually not fatal, phenomena of this sort can cause delays, hazardous travelling conditions, and — among Mundanes and inexperienced P.I.s — general panic. Most stuff left behind after a Fall dissipates within a few minutes, making it difficult to study these uncanny phenomena. However, some blob-like Falls may produce awful creatures like the one in the old Steve McQueen movie—hence the P.I. credo, "Don't touch gooey stuff."

Bizarre Natural Phenomena include such things as St. Elmo's Fire, ball lightning, mountaintop glows, luminous aerial bubbles, uncanny electrical discharges from mountains, marine phosphorescent displays (rings, vortexes, patches, bands, etc.), milky seas, underwater lights, lights that occur in dust storms or tornados, and a host of similar effects. While often dazzling to look at, such displays are rarely harmful. However, they do make good Stories, particularly if you're fortunate enough to get a good photo or two.

GREMLINS

Gremlins are obnoxious, imp-like creatures that are believed to originate from another dimension. Experts in the field of Paranormal Phenomena characterize these entities as a variety of demon, though of the most minor sort.

This phenomenon has probably been around for many years, but was first publicized during World War II, when airplane mechanics and pilots noticed that their ships appeared to suffer strange and inexplicable malfunctions that could not be attributed to the usual causes. Upon close investigation by skilled Paranormal Investigators Gremlins were found to be at fault.

Gremlins love to tamper with machines and mechanical devices of all sorts, causing the items to break down without warning — usually, whenever they are most needed. They also like to drink gasoline and other types of fuel, so the next time your car runs out of gas you know who to blame.

These pestiferous creatures are not violent, and only directly affect inanimate objects. They cannot be harmed by Mundane weapons of any sort, and are normally invisible to all but the Enlightened. Magic or psychic talents are more effective, and will usually suffice to send them scuttling back to their home plane.

STATS FOR A TYPICAL GREMLIN

Body	0-2
Mind	2-7
Spirit	0-5
Cause malfunctions	3-9
Steal Small Items	3-7

GYPSIES

Gypsies are believed to be the descendents of a people of mysterious origins who may have migrated from the Near East to Europe during the 10th-14th centuries, possibly through the region known as Bohemia — no one seems to know much about the origins of these people, and if the Gypsies themselves know, they're not telling.

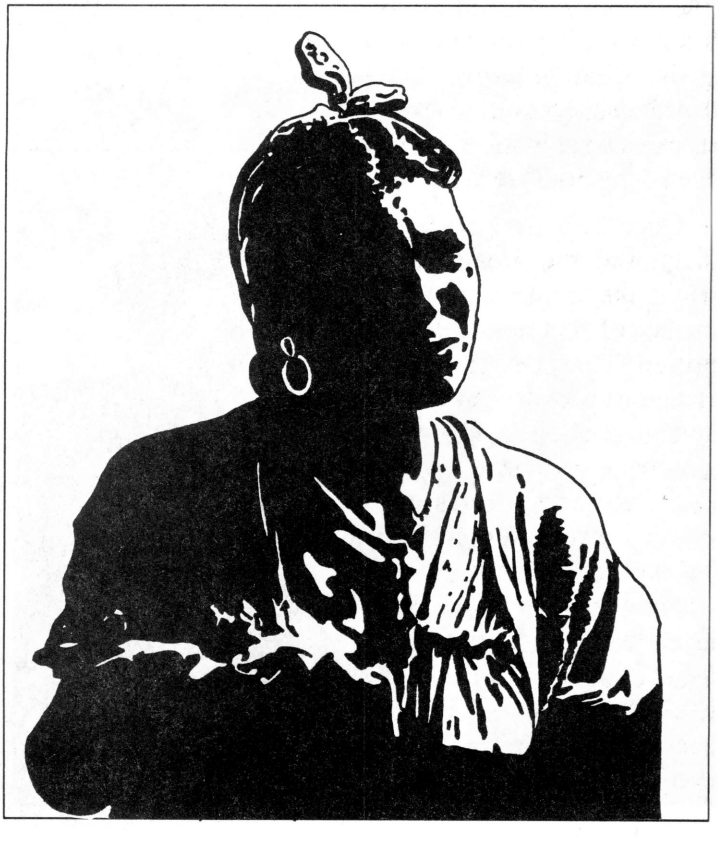
Most Gypsies are dark-skinned, with dark eyes and black hair. However, fair-skinned folk who have a trace of Gypsy blood are not unknown.

According to popular folklore, Gypsies have a knack for fortune telling, concocting love potions, and concocting folk remedies for all sorts of ailments. They are also depicted as thieves, charlatans, and con-artists of the first order. Though these are stereotypes, there is some truth to the latter, as the Gypsies themselves admit.

The Gypsies' justification for this sort of behavior stems from an old legend that says that when Jesus Christ was about to be crucified, a Gypsy stole one of the nails that was to be used, thereby sparing Jesus additional suffering. The Gypsies claim that in return for this act of kindness God thereafter gave the Gypsies permission to steal. Well, that's what they say...

STATS FOR A TYPICAL GYPSY

Body	1-10
Mind	2-10
Spirit	3-10
Fortune Telling	1-10
Steal Anything that's not Nailed Down	3-13



HOLISTIC HEALERS

Holistic Healers are metaphysicians who claim to be able to heal not just the patient's physical aliments, but their mental and spiritual ailments as well. Their methods include using Aura Reading as a diagnostic tool, the transference of positive energy by the laying on of hands (called healing touch), massage therapy, chiropractic, vitamin therapy, and various types of psychic or spiritual healing.

A skilled Holistic Healer (skeptics might call this an oxymoron) can restore a patient to complete physical, mental, and spiritual health in a fairly short amount of time. Aura diagnoses takes ten minutes to complete (roll on the Fate Table to determine the accuracy of the diagnosis), after which the Healer must decide which of the patient's Attributes to begin working on first — Body, Mind, or Spirit. Note that an unsuccessful diagnosis can lead to ineffective, or even dangerous, results.

Once the patient has been diagnosed the Healer can begin the treatments. The method of treatment is determined by the Holistic Healer's specialty, and may involve healing touch, vitamin therapy, crystals, Wonder Products, Pyramid Power, "psychic surgery", or just about anything else — as you may have guessed, Holistic Healing is far from being an exact science. Regardless of the method used, roll once on the Fate Table for every ten minutes of treatment time. The Action Sum equals the number of lost Body, Mind, or Spirit points restored.

Aside from possible time and material constraints, there is no practical limit to the number of healing sessions that an Holistic Healer can perform in a day. Unfortunately, many Holistic Healers are either deluded into believing that they have real talents or are outright frauds, in which case they may cause more harm than good. In any event, the patient shouldn't expect to get off cheap — philanthropism is not necessarily part of the holistic credo.

STATS FOR A TYPICAL HOLISTIC HEALER

Body	1-10
Mind	0-10
Spirit	1-10
Diagnose Afflictions (by Aura Reading)	1-10
Heal Body, Mind or Spirit	1-10

MEN IN BLACK (MIBS)

Known as MIBs for short, these shadowy figures are agents of unknown origin — some believe that MIBs work for a secret branch of the US military, the Bavarian Illuminati, or some alien power, such as the Reptoids. MIBs are said to look vaguely "Italian" or "Oriental", walk in an unnaturally stiff manner, and speak either in a flat monotone or in some sort of strange "accent" — sort of like Sgt. Joe Friday on the old TV show, Dragnet, in fact. They usually travel in groups of three, and ride around in black Cadillacs or black helicopters that make no noise.

MIBs often confront individuals who claim to have seen UFOs or other paranormal phenomena, warning them to keep quiet "or else". Their methods include veiled threats, coercion, and a peculiar form of psychic intimidation. The latter method is a form of Psychic Assault (deduct damage from Mind rating) that causes victims to experience severe headaches whenever they think of paranormal subjects. Some also possess the ability to paralyze living creatures by touch.

MIBs often appear on the scene after an encounter with extra-terrestrials of any sort, to confiscate all remaining evidence; ostensibly under the authorization of "the Government", though no such link has ever been acknowledged by any branch of the US government. Experienced P.I.s know better than to tangle with MIBs.

STATS FOR A TYPICAL MIB

Body	4-12
Mind	4-9
Spirit	0
Psychic Assault	4-14
Spy on People	4-14
Paralyzing Touch	3-13

MIRACULOUS RELIGIOUS ICONS

Manifestations of this sort are reported throughout the world, and include such unusual things as the sudden appearance of saintly visages in the boles of trees, on walls, in bowls of breakfast cereal, or whatever seems to be handy at the time. Other common types include statues that weep, bleed, talk, move, or do anything else a statue is not supposed to do.

Miraculous Religious Icons seem to appear out of nowhere, and rarely last for long. An impromptu shrine built around one of these always attracts crowds of faithful onlookers, and often means big money for the lucky owner. Naturally, many of these "miracles" are frauds intended to make a quick buck, which may be attributed to EBE pranks, Publicity Seekers, Arcturan con artists, or other wiseguys. A rare few are probably the genuine article.

MONEY MAKING CULTISTS

Members of this type of Weird Cult have a single goal — to MAKE MO' MONEY, typically for the Cult's leader, though they might get a small share as well. They are slavishly loyal to their charismatic leader, who is usually a Televangelist suffering from a Messiah complex.

The members of a Money Making Cult concentrate on fund raising activities, taking full advantage of the Cult's tax-exempt status to rake in the dough. Some possess the Paranormal Talent, Astral Assault, which they use to lower their subjects' resistance before hitting them up for a hefty donation. Most converts of a Money Making Cult are innocent people who have been duped into serving as the shills of some unscrupulous shyster with yet another get-rich-quick scheme — usually, a variation of the tried and true formula of "salvation for sale". Money Making Cultists can be found soliciting donations door-to-door, in airports and bus terminals, on radio and TV — let's face it, they're everywhere.

STATS FOR A TYPICAL MONEY MAKING CULTIST

Body	0-7
Mind	0-5
Spirit	0-5
Self Defense	0-6 (various means)
Sell You Something You Don't Want	1-8 (roll vs subject's Spirit rating to resist)

MUMMIES

Stories about mummified people, animals, or substances are quite popular in the tabloids. In most cases the mummies stay dead or inert, as one would expect given the nature of mummification. However, every once in a while a mummified person or animal comes back to life and causes a stir. The best source for mummies of all sorts is Egypt (see Locations), though just about any place where ancient ruins can be found could contain phenomena of this sort.

Mummified humans and animals have the same stats as unmummified entities of the same general sort, but are notoriously slow-moving and flammable. Mummified priests and sorcerers may possess the ability to use Magic, however, and should be treated with caution. Mummies of all sorts generally do not like to be disturbed, and can get pretty riled-up if awakened from the dead. As if this isn't bad enough, tombs that contain mummies are sometimes protected by ancient curses that can bring bad luck upon individuals who disturb the contents.

STATS FOR A TYPICAL MUMMY

Body	0-4 (slow & flammable)
Mind	3-10
Spirit	-5 to +6
Magic	0-10
Strangle	3-10

MUNDANES

P.I. lingo for average folks. Due to a perceptual problem Mundanes tend to regard Enlightened people like you and me as a bunch of kooks. Some Mundanes are helpful, and may even know something that could be of use to an investigation. Others will turn you in to the nearest Insane Asylum in a heartbeat, so watch out.

Mundanes can be found in all shapes, sizes, colors, creeds, and professions. A common mistake that is made by inexperienced P.I.s is to assume that because a person is Mundane he or she may not be very intelligent, competent, or much of a threat. Smart P.I.s know better than to underestimate Mundanes.

STATS FOR A TYPICAL MUNDANE

Body	1-10
Mind	0-10
Spirit	0-10
Mundane Profession	1-10
Self Defense	1-10
(methods vary)	

MYSTERIOUS LIGHTS IN THE SKY

These phenomena are typically seen at night, and may take any of a number of forms, including pulses or flashes of light, bands of colored light (like the Aurora Borealis), luminous fogs, tracers, moving lights, Bat-Signals, cryptic symbols, etc. Mysterious Lights may be related to UFOs, weird meteorological occurrences, "swamp gas", Mass Hallucinations, or the antics of wise-guy aliens like EBEs. Most are harmless, but some are not.

ODDBALL CULTISTS

Oddball Cultists are members of a particular type of Weird Cult whose beliefs typically revolve around the worship of something weird, such as a race of aliens, a celebrity (such as JFK), a concept (such as Nudism), a rock group — you name it, and somebody's probably out there worshipping it.

Oddball Cultists are usually not dangerous—they're just really weird. A few possess the Paranormal Talent, Astral Assault, which they use to lower the resistance of non-believers before attempting to convince them to join their Cult and be just like them. Some attempt to surround themselves in an aura of secrecy and/or exclusivity, fostering the impression that only those who are allowed entry into the Cult can know the secret of True Enlightenment. When faced with this type of cult dogma the wise P.I. will recall the words of the great Groucho, who said: "I wouldn't want to join any club that would have me as a member."

STATS FOR A TYPICAL ODDBALL CULTIST

Body	0-7
Mind	0-5
Spirit	0-5
Astral Assault	0-4
Convince You to Join Them	1-6
(roll vs Spirit rating to resist)	

OUT OF BODY EXPERIENCE

This phenomenon is caused by the sudden emergence of the astral or Spirit self from an individual's physical form, which can occur as a result of a Near-Death Experience (NDE), a sudden lapse into a trance-like state induced by motion or boredom, the effects of an Astral Assault attack, or through the Paranormal Talent known as Astral Projection. In such cases the astral self typically flies forth into the Astral Plane, where it may encounter other Astral presences such as spirits and ghosts, or may simply receive a vision of some future event. As long as the physical body does not die, the astral traveler is usually able to return as soon as he, she, or it wants to get back to the Mundane plane (roll vs Spirit rating to do so).

PARANORMAL INVESTIGATOR (P.I.)

P.I.s are Enlightened and courageous individuals who attempt to make a living by investigating paranormal phenomena and selling their Stories to the Tabloids. Some (such as the P.I.s) work for the #1 tabloid in the universe, Weekly Weird News. Others work for rival papers such as the National Spectator.

STATS FOR A TYPICAL P.I.

Body	1-8
Mind	2-10
Spirit	1-8
Mundane Profession	0-6
Paranormal Talents	0-6

PARANORMAL OBFUSCATORS

Paranormal Obfuscators are human agents of a shadowy organization that appears dedicated to preventing long-standing mysteries like UFO abductions, Lake Monsters, or Bigfoot from ever being conclusively solved. They are often confused with Debunkers and MIBs, probably because the Obfuscators want it that way.

Obfuscators specialize in disinformation and confusion. They sometimes place agents at the scene of an extraordinary event and make patently absurd claims, hoping to discredit the manifestation. Other tactics include the theft of vital photographs and other evidence, the fabrication of hoaxes and false evidence, and the creation of phony manifestations that are intended to embarrass legitimate Paranormal Investigators. Some Obfuscators have Paranormal Talents, though those who do usually try to keep them under wraps until such time as they are needed.

Because the techniques most commonly used by Obfuscators (disinformation, sabotage, break-and-enter, etc.) are similar to those used by most international intelligence agencies, some have speculated that many of these individuals work for CIA or some other covert organization. Others believe that Obfuscators may be part of a Secret Conspiracy of some sort that could involve the Bavarian Illuminati, the Brazilian Nazis, or even certain of the more unscrupulous tabloids.

STATS FOR A TYPICAL PARANORMAL OBFUSCATOR

Body	1-10
Mind	0-10
Spirit	-2 to +5
Obfuscating	2-10
Paranormal Talents	0-10

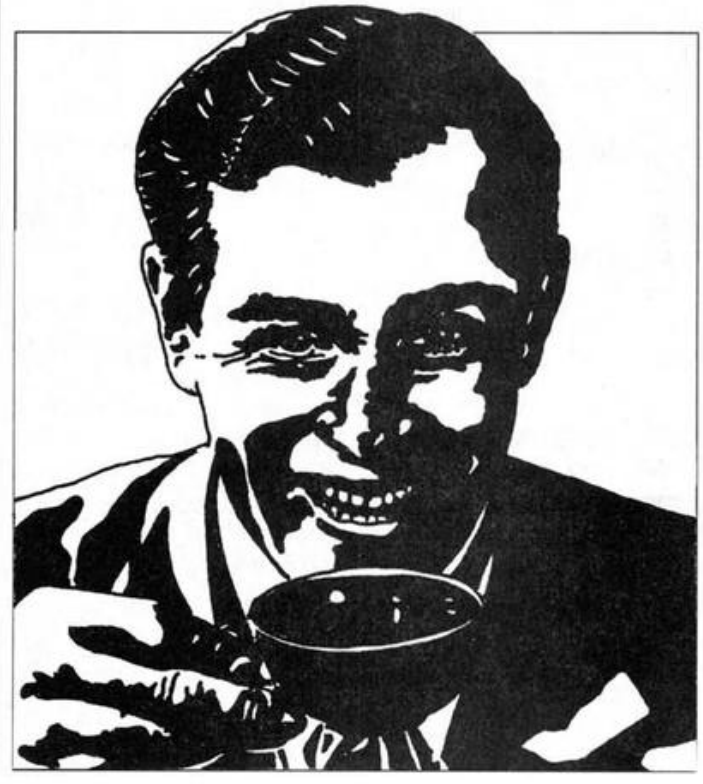
PINHEADS

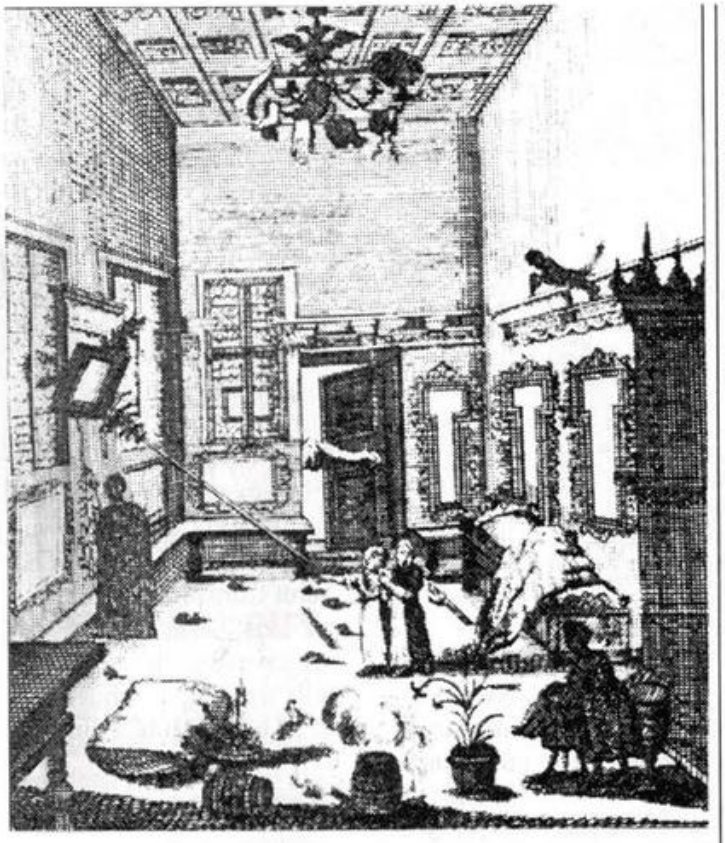
Pinheads are Mundane individuals who have fallen under the sway of Martian Mind-Controllers. They appear pretty normal, but tend to act like something from the old Patty Duke Show — that is to say, "They look alike, they walk alike, sometimes they even talk alike." Pinheads are highly conservative, and overly self-righteous. Certain groups, such as the far right wing of the Republican Party, appear to have been infiltrated by more than their fair share of these sub-Mundane characters.

Because Pinheads have been thoroughly brainwashed, they are incapable of considering the feelings or opinions of others — a condition that Pinheads share with many Weird Cultists, by the way. It is no use arguing with these folks, for they will just keep repeating the same tired dogma and slogans over and over again. Most Pinheads will revert to normal consciousness as soon as the Martian Mind Control link has been severed. However, the best cure for these weirdos is a dose of Gilanean (q.v.) Enlightenment.

STATS FOR A TYPICAL PINHEAD

Body	0-6
Mind (while under Martian influence)	0
Spirit (while under Martian influence)	0-2
Mundane Profession	1-6





POLTERGEIST PHENOMENA

These strange manifestations include such phenomena as Mundane items moving (seemingly) of their own accord, explosions or tremors of mysterious origin (often occurring in the home), phantom phone calls (no one answers or weird voices speak saying things like "Leave this place or Die!", etc.), or various forms of electronic voice phenomena. The two most common causes of Poltergeist Phenomena are spirits and the after-effects of alien abduction.

In the most cases its possible to bring a stop to the phenomena by obtaining the services of an exorcist. Once the spirits have been sent packing things should return to normal. In the latter case the abductee may temporarily exhibit telekinetic abilities, usually of an unfocused or uncontrolled sort. Other phenomena include balls or flashes of light that fly around the abductee's house, radios and other devices going on or off as the abductee walks by, speaking in tongues, or writing backwards. Some abductees say that they hear a mechanical-sounding voice in their heads, which identifies itself as The Host and gives the abductee instructions: go to certain places, perform various tasks, etc.

Poltergeist Phenomena may also be blamed on what experienced P.I.s regard as "the usual suspects" — EBEs, Arcturan con-artists, Interdimensional Rifts, Martian Mind Control, Top Secret Government Experiments, side effects from Toxic Wastes or Food Additives, etc. Sorting out a problem of this sort can be a real pain in the neck, but it's all part of the job of being a Paranormal Investigator.

REALITY CHECK

This strange phenomenon affects Enlightened folks of all sorts, particularly P.I.s, who are especially susceptible to the effects of a Reality Check. Occurrences of this sort are believed to be caused by the oppressive nature of the Mundane world and the stress and strain associated with this particular version of "reality". Reality checks can also be provoked by intense confrontations with Debunkers, or Paranormal Obfuscators posing as Debunkers.

Victims of a Reality Check suddenly drift out of Enlightened consciousness and revert to their Mundane consciousness, resulting in the temporary loss of all their Paranormal Talents (including Past Lives). A period of rest, typically 1-10 hours in duration, is usually sufficient to return the victim of a Reality Check to his, her, or its usual Enlightened state. If not, a Holistic Healer should be contacted for advice.

REPLICANTS

Replicants are artificial life-forms created by Martians. They can be made to resemble ordinary humans or other sentient races, as desired. On the surface, Replicants are indistinguishable from "normal" individuals, though they tend to speak and act a little like robots. Replicants have no real emotions, though they may be programmed to emulate "typical" human emotional responses, in which case they will do so badly, and without subtlety. They have no conscience or moral values, and are incapable of independent thought. If cut-off from Martian psychic control, a Replicant will freeze in place, awaiting further commands.

Because they are grown in vats and consist mainly of protoplasm, Replicants are not subject to disease, curses, or most other human afflictions. If they suffer 10 or more points worth of injuries, they are rendered inoperative and "die". A few minutes later the lifeless form will dissolve into a foul smelling slime that can only be identified as "quasi-organic matter".

It is possible to usurp control of a Replicant by psychic means, though to do so one must psychically defeat the mind of the Martian that is controlling it (both roll vs Mind Control or psychic power rating — the higher roll wins).

This tactic is risky, however, as it establishes a mental link between the would-be usurper and the Martian controller. In the event of a Screw-Up, the usurper will fall under the control of the Martian.

STATS FOR A TYPICAL REPLICANT

Body	1-6
Mind (under Martian influence)	0
Spirit	0
Weapon or Fist	1-6

Satanic Cultists on Spring Break.

SATANIC CULTISTS

Satanic Cultists are members of a particular type of Weird Cult whose adherents regard the Devil as a deific entity — hey, we said they were Weird, didn't we? This form of belief has been mistakenly associated with the paganists of ancient times, who once revered the Horned God, an entity that was not a devil but a consort of the earth goddess. In fact, Satanism is basically a deliberate reversal of the established concepts of religion and morality, and is unrelated to ancient or modern forms of paganism.

Satanic Cultists like to dress up in black robes and act real spooky, but usually keep to themselves, realizing full well that the average citizen does not look kindly upon their particular views (does the term, Salem witch trials, ring a bell?). Most are harmless enough, though there are a handful of cults who are believed to be actively involved in the type of stuff you see on TV. The worst of these have been known to engage in sacrificial rituals and other grisly practices, and can be quite dangerous and unenlightened. Some possess the Paranormal Talent, Astral Assault, which they use to lower their subjects' resistance before attempting to convert them to their own twisted beliefs.

It is believed by some people (right-wingers in particular) that Satanic cults are under the control of certain popular "heavy metal" rock 'n 'roll bands, the members of which are either possessed by demons or are "agents" of the devil. Hey, its a theory.

STATS FOR A TYPICAL SATANIC CULTIST

Body	1-6
Mind	0-7
Spirit	-5 to +2
Give You the Creeps Just Looking at Them	2-8
Put a Curse on You	2-6
Astral Assault	0-5

SPONTANEOUS HUMAN COMBUSTION (S.H.C.)

A strange and inexplicable phenomenon (referred to in abbreviated form as S.H.C.) whereby a random individual suddenly bursts into flame, and is totally incinerated in a matter of one or two seconds. Smart (some would say paranoid) P.I.s carry S.H.C. Personal Fire Extinguishers on their persons just in case. The cause of S.H.C. is not known, though some blame UFOs, Secret Conspiracies, Brazilian Nazis, Toxic Waste, Food Additives, falling asleep while smoking, or chili from Pat's Hubba-Hubba diner.

STRANGE SHOPS

Mundane-seeming business establishments sometimes have extra-mundane items, Wonder Products, rare artifacts, or services for sale. The proprietor may be a Mundane, one of the Enlightened, or even an entity from another world or dimension. The degree of Enlightenment evinced by the proprietor usually determines how reasonable the shop's prices will be; i.e., the more Enlightened the individual, the better the bargains.

Strange Shops can be found all over the world in various forms, from "flea market" booths and fortune tellers to pawn shops, antique shops, and even the impromptu displays of street vendors. Most project a certain "aura of strangeness" that separates them from "normal" shops, and is detectable by Enlightened beings.

SYNCHRONICITY

Synchronicity can be defined as the simultaneous occurrence of events or phenomena that are in some way related to one another — or in Mundane terms, a coincidence. Usually, something that looks like a coincidence will turn out to have been caused by some outside source. If there really is no other explanation for the phenomena, then Synchronicity is probably to blame. In Tabloid World, the difference between these two phenomena can be significant.

TEMPORAL RIFT

A Temporal Rift is a hole in the space-time continuum that for some unknown reason often manifests as a low-lying cloud or mist — well, that's what some folks say, anyway. Individuals who pass through the cloud find that they have been transported back in time — usually to the previous day, though time-trips of greater and lesser duration are not unknown. Perhaps the most famous example of a Temporal Rift was the *"Philadelphia Experiment"*, a Top Secret Government project that reportedly resulted in the displacement of the USS Eldridge and its entire crew.

Individuals who pass through a Temporal Rift will find that it's impossible to return to the present unless they have access to a copy of Einstein's *Theory of Relativity* (which will be needed to plot a return route) or the assistance of Enlightened aliens such as the Gilaneans (q.v.). They may also find themselves face to face with their past-selves, which can get very confusing. Subjects who can't find their way out of a Temporal Rift will have no choice but to re-live the previous day until they catch-up to present-time. Often an inconvenience, this phenomenon can be a boon to P.I.s who are running late on a Deadline. Temporal Rifts may be caused by UFOs traveling from one dimension to another, EBE pranks, normal fluxes in the space-time continuum, or even stranger stuff than this.

WALK-INS

Walk-Ins are disincarnate entities that hail from the Sixth Dimension, Sirius, or another reality. These spiritforms travel to the earthly plane in astral form, and are invisible to all those who do not possess Clairvoyance or similar paranormal abilities.

Upon arrival the Walk-In will begin to search for the body of a corporeal creature such as an animal or human to occupy, so that it can better interact with a physical reality. Once it has found a suitable host the Walk-In requests permission to take control of its Body and Mind. In return for allowing the Walk-In to utilize the host's physical form, the host's Spirit is allowed to move on to a higher plane of existence.

Most Walk-Ins are highly Enlightened, and only inhabit the physical forms of other entities in order to use them for a higher purpose. They differ from Channeling Spirits in that they prefer to act rather than just talk. P.I.s who kick the bucket in the line of duty usually reincarnate as a type of Walk-In, which beats waiting around for twenty-odd years until a new body can grow to maturity...

STATS FOR A TYPICAL WALK-IN

Body	as per host
Mind	1-20
Spirit	1-20
Possession	10-20
Clairvoyance	10-20
Psychokinesis	10-20
Astral Assault	10-20

WEREWOLF

Victims of a rare disease known as lycanthropy, werewolves are otherwise normal humans who turn into raging beasts during the full moon. During such times they act like wild animals — hunting by moonlight, stalking other creatures for food, and leaving fur all over the rug. While in wereform the lycanthrope has little or no connection to his or her human side, and may even kill close friends if given the opportunity.

Werewolves possess superhuman strength and speed, and evince the cunning and superior olfactory sense of wolves. They are immune to harm by standard weapons, though a clump of fresh wolfbane, waved in the lycanthrope's face, will usually keep these creatures at bay. Unfortunately, getting close enough for the herb to have the desired effect can be pretty risky. A safer and more permanent cure for lycanthropism is a silver bullet.

P.I.s should note that lycanthropy is by no means limited just to wolves. In fact, just about any mammalian can become a were-creature, so one should also keep an eye peeled for such things as werebats, werecats, weremice, weredogs, (especially were-wiener dogs), and the dreaded wereweasel. Werewolves hate Vampires, but apparently are fond of Bigfoots. Individuals who've been bitten by a Lycanthrope may contract the disease themselves (roll vs Spirit rating; contract disease only on a roll of 1.

STATS FOR A TYPICAL LYCANTHROPE

Body (for Werewolves; less for other types)	9-13
Mind	0-2
Spirit	0-6
Hide	3-12
Ambush	3-12
Bite or Claws	3-1

WITCHES

The word, Witch, is the accepted term for any practitioner of Witchcraft, whether male or female. Despite what some would like you to believe, all Witches are not evil. In fact, most are simple pagans who revere the old nature Gods and Goddesses of our early ancestors. Witches of this sort engage in nothing more outrageous than the occasional sky-clad fertility ritual, and usually prefer to keep to themselves.

Unfortunately, there is a small minority whose practices are neither private nor benevolent. Some have close ties to the stranger Satanic Cults; others are radical feminists or misanthropists who hate all members of the opposite sex regardless of race, color, creed, or degree of Enlightenment . Witches of either sort can be dangerous, particularly if crossed.

Most Witches are good at removing curses, making luck charms, and brewing potions. Practitioners of Black Witchcraft are able to cast curses such as The Evil Eye on those who give them trouble, so look out.

STATS FOR A TYPICAL WITCH

Body	0-8
Mind	2-10
Spirit	+3 to +10
Make Potions & Charms	1-9
Cast or Remove Curse	1-10

WONDER PRODUCT

This category of Minor Phenomena includes the type of products that are only advertised in the tabloids or on late night TV, such as Miracle Fat-B-Gone, Nu-Hair, Bass-O-Matic, Spurious Spanish Fly, Popeil's Pocket Fisherman, all-purpose stain removers, luck charms or religious medallions that promise to bring fame and riches, and so forth. Contrary to what we know in the real world, Wonder Products actually work as advertised in the Tabloid World universe, though care should be taken to minimize the possibility of unwanted side-effects. Wonder Products are available for a limited time only, from all sorts of strange sources. Act nowwhile supplies last...

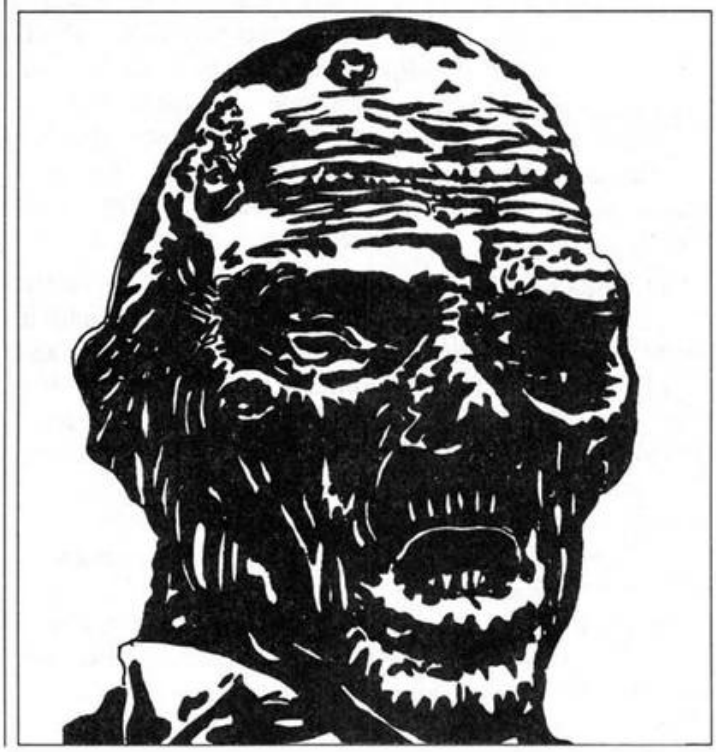
ZOMBIES

Zombies are corpses who have been raised from the dead — typically through the use of black Magic or Voodoo, though in rare cases Toxic Waste, nuclear radiation, Food Additives, or other paranormal phenomena may be to blame. Lacking a Spirit, Zombies are totally amoral , and are subject to control by certain types of Magic. As might be expected of walking corpses, they look and smell awful, and have little or no fashion sense.

Since Zombies are already dead, you can't really kill them. Fortunately they can be destroyed, either by fire or by reducing the Zombie's Mind rating to -10 or below. The Paranormal Talent, Psychic Assault, works wonders in this regard, as does a shotgun blast to the head.

STATS FOR A TYPICAL ZOMBIE

Body	0-4
Mind	0
Spirit	-10
Smell So Bad You'll Lose Your Lunch (smell range: 5 ft.)	3-9
Strangle	1-10



PARANORMAL TALENTS

ABSORB ENERGY

This is the frankly somewhat freakish ability to absorb most forms of ambient energy without suffering harm, including electricity, microwaves, nuclear radiation, and even cosmic rays. A side benefit of this talent is that you never have to worry about getting a sunburn.

ANIMAL EMPATHY

This is the Doctor Doolittle-like ability to communicate with animal species of all kinds. Naturally, to talk to the animals one must speak in their language. The down side of this is what others will think of you when they hear you making sounds like a cat, dog, pig, and even insects. On a bad Fate Table die roll it's also possible to get disoriented and make animal noises when conversing with humans.

ALIEN EMPATHY

This innate ability causes you to be perceived in the most favorable way by most alien entities. Friendly aliens such as Venusians are instantly attracted to you, while normally indifferent aliens such as Abductors will regard you as fairly tolerable. While hostile aliens will still be unfriendly toward you, even they will have to grudgingly admit that, as far as humans go, you're not as disgusting as most. The down side of this ability is that individuals of your own species may find you somewhat strange, or even eerie. Oddly enough, they may be right—some say that humans who possess this talent have an alien somewhere in the family tree.

ASTRAL ASSAULT

This is the ability to directly attack the Spirit of another entity by the projection of astral energy. In other words, this is a combat skill that can be used to attack the Spirit rather than the Body. Astral Assault can be used with the Specific Intent to Injure, Restrain, or Knock-Out (Special Effect), and has a maximum range of one foot per +1 ability rating. Using this talent to Restrain causes no damage, but imprisons the victim's Spirit in a "soul cage", preventing the victim from using any astral or spiritual ability until he, she, or it can escape (roll vs Spirit rating to escape a soul cage). If used to Injure, damage is as per a standard weapon, though Injury Points are subtracted from the victim's Spirit Rating.

ASTRAL PROJECTION

This is the ability to separate the Spirit from the physical self and enter the astral plane in ethereal form. While doing so the physical body remains behind in a trance-like state, connected to the astral self by an invisible silver cord. Astral travelers can see anything that's occurring on the astral plane, and can see "downwards" into the Mundane plane, although not very clearly (the view is usually obscured to some extent by what looks like mist).

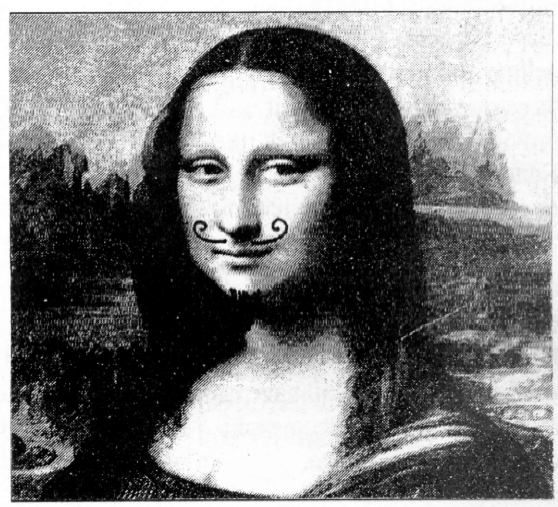
Note that if the physical body is killed while this ability is being used, or if the silver cord is severed, the individual's astral self will be trapped in the astral plane.

Also note that astral travelers are still vulnerable to Mind or Spirit attacks while zipping about in the ether. The down side of this ability is that if you get bored or start day dreaming you can sometimes drift off into the astral plane, thereby losing touch with the material plane.

AUTOMATIC ART

Better known as Automatic Drawing or Automatic Painting, this ability is similar to Channeling and Automatic Writing in that the recipient supposedly receives inspiration directly from a spirit entity — usually a deceased artist, such as Michelangelo, Renoir, Van Gogh, Salvador Dali, etc. Individuals who have this talent may be guided by one or more famous dead artists of their choice.

Cases of Automatic Music or even Automatic Dance have also been reported, though they are believed to be quite rare.



AUTOMATIC WRITING

Automatic Writing is similar to Channeling, but the means by which the spirit or other entity communicates through the host is through the written word, rather than the spoken voice. The host cannot dictate the nature or content of the communication, but is merely the vessel through which the outside entity has chosen to communicate. The writings may be relevant to a current issue that concerns the host, or may be cryptic in nature (Editor's choice).

CHANNELING

This is the ability to receive and then transmit messages from discarnate entities, such as the spirits of the dead. Unlike Mediums, Channelers cannot contact any spirit that they want to. Instead, A Channeler is usually "chosen" by a particular spirit or spirits (such as Seth, Ramtha, Michael, etc.) to serve as its link to the mortal plane. Individuals with this Paranormal Talent get their very own spirit guide who will speak only through them.

To use this talent one must first go into a trance, which generally takes a moment or two of quiet concentration to achieve. As soon as the connection is made the spirit will start channeling, and may be asked up to three questions. The spirit will provide answers (through the Editor, of course), which may or may not be specific in nature.

Note that during the process of Channeling, the Channeler's consciousness is taken over by the entity. When the Channeler awakens, he or she will have no memory of what was communicated while in a trance.

Like most forms of Divination, the entire Channeling process takes about ten minutes to complete.

CLAIRAUDIENCE

This is the ability to hear things that others cannot, such as disembodied voices from the past, messages from beyond the Mundane plane, alien transmissions, weird and haunting music, and so forth — literally, "clear hearing". The down side of this ability is that on a bad die roll one may begin to hear strange voices whispering spooky things like "Paul is Dead", "Turn me on dead man", etc. These messages can interfere with or even block out normal sounds, making it difficult to hear what is going on around you.

CLAIRVOYANCE

Also known as the Sight, this is the ability to see things that Mundanes cannot, such as invisible or astral entities, cosmic or orgone energy, spirits, demons, and so forth. The word, clairvoyance literally means "clear seeing" — it is not the ability to see into the future, and should not be confused with Precognition (q.v.).

The down side of this talent is that on a bad die roll you can experience severe and sometimes frightening hallucinations. Worse yet, the user's senses can become "stuck" in the otherworldly mode, with the result that he, she, or it is unable to see what is transpiring on the Mundane plane. The resultant feelings of confusion and disorientation generally subside within an hour or so.

COLLECTING

Collecting can be defined as an obsessive and even bizarre expertise in a single, highly specific type of item, either of the Mundane sort or not. To qualify as a true Paranormal Talent the practice must be taken to great extremes, until it becomes the dominant force in an individual's life. Then and only then can one be regarded as a true Collector.

Collectors may specialize in any type of collectible and related area of expertise that they want. Possibilities include, but are by no means limited to: tabloid clippings about paranormal phenomena, pieces of space debris, bottletops, cards, comic books, bugs, stamps, balls of twine or aluminum foil, alien artifacts, or practically anything. Collectors are able to recognize at a glance, identify, and accurately appraise the value of any item that falls under their specific area of expertise.

COMMUNE WITH SPIRIT WORLD

This is the ability to converse with spirits from beyond the mortal veil. The medium must hold a seance with at least two other individuals in order to achieve the desired result.

This ability can be used to contact specific persons or random spirits that happen to be roaming the astral plane. The medium can ask up to three questions, after which contact with the spirit realm will be broken.

The Editor roleplays the part of the spirit and provides the answers to the questions, under the same general guidelines as per the Paranormal Talent, Divination; however, more detailed and lengthier messages can sometimes be achieved by this process. The medium must rest for at least eight hours before attempting another seance.

Like most forms of Divination, the Communing process takes at least ten minutes to complete.

CRYPTOZOOLOGY

Cryptozoology is the study of unknown animals and other life-forms. Individuals who possess this Paranormal Talent can accurately identify sightings, traces, or other evidence left by such creatures as Bigfoots, Mothmen, Lake Monsters, Vampires, Werewolves or other lycanthropes, and most types of aliens (the Editor has the final say on how much info can be obtained from the available evidence). They'll also know something of the habits and behaviorisms typical of such entities.

CRYSTALOMANCY

An ancient art that has enjoyed a virtual Renaissance thanks to the efforts of Shirley Maclaine and other members of the New Age movement, Crystalomancy is the study of the magical properties of crystals. Individuals who possess this talent can make a Crystal Wand, Crystal Ball, Crystal Amulet, or a Crystal Transmitter (see Equipment for information on how such devices work), and will be able to use any of these items at a level of ability commensurate with their Crystalomancy rating.

To make a Crystalomantic item of any type the maker must first obtain a piece of pure crystal. One hour of complete concentration is required to activate the innate properties of the crystal and attune it to the user, after which the item will be ready for use. Using a Crystalomantic item for Divination purposes takes about ten minutes.

DIVINATION

The ability to predict the future through the use of Tarot Cards, a Ouija board, Runestones, the I Ching, fortune cookies, etc. Note that only general information can be gained through these methods of divination, and that it is the Editor (acting as the omniscient entity of your choice) who gives the actual readings based on the P.I.'s die roll.

If you don't want to give too much away clue-wise, divinations can be limited to one of three basic results: "The aspects are unfavorable", "The aspects are favorable", and our personal favorite, "The aspects are not clear at this time."

Certain divination techniques may yield more detailed replies, particularly if the Editor is in the mood to get the plot moving with some decent information. However, no form of divination will give a direct reply to a specific crisis.

There is no limit to the number of times that this talent can be used in a given day, though there is a limit to the number of times most people are willing to sit around and wait while you spend the ten minutes or so required to perform and read the Divination.

DOWSING

This is the ability to use a pair of dowsing rods or even a forked stick to locate a specific substance, person, or a location (the latter method is called map dowsing). Dowsing Range is usually limited to about 100 feet, though Map Dousing can be used to indicate the (very) general location of a missing person, lost article, etc. In parts of Russia dowsing rods are sometimes used to locate UFO evidence and landing sites.

Note that interference from powerful electro-magnetic energy fields or certain types of alien technology can hamper attempts to use this talent, or yield less than satisfactory results. In the former case the Dowser may receive nothing but psychic static. In the latter case, the Dowser may be directed to something *similar* to whatever he, she, or it was looking for — for example, a Dowser who is looking for Elvis might find an Elvis record, an Elvis Impersonator, etc.

Like most forms of Divination, Dowsing takes about ten minutes to complete. This talent comes in real handy when you can't find your car keys or when you get lost in a strange neighborhood.

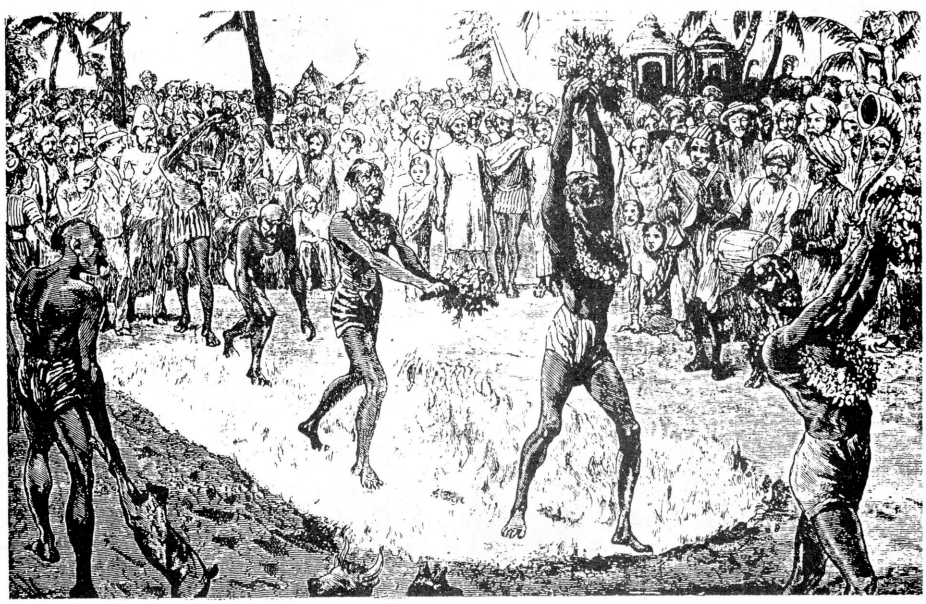
FAITH HEALING

This is the ability to heal others or one's self by the laying-on of hands. A Faith Healer can cure wounds to the Body, Mind, or Spirit, but only one at a time. Roll once on the Fate Table for every ten minutes of treatment time. The Action Sum equals the number of lost Body, Mind, or Spirit points restored. Aside from obvious time considerations, there is no limit to the number of times that a Faith Healer can use his or her talent in a given day. Note that a bad die roll doesn't cause damage to the recipient; it just doesn't do anything.

FIREWALKING

This is the ability to walk over hot coals or endure tremendous amounts of heat for up to a minute or so without suffering ending up looking like Bar-B-Q. The maximum distance that a Firewalker can safely travel is about 100 feet per +1 ability rating. Note that this ability does not confer protection to any flammable goods or possessions carried by the Firewalker.

Most importantly, individuals with this talent are immune to the dreaded paranormal phenomenon known as SHC — Spontaneous Human Combustion.



GEEK

This is the freak show-like ability to eat or swallow anything without suffering harm, including such appetizing things as broken glass, coins, garbage, and so forth. If you want, you are also able to regurgitate anything you swallowed. Lucky you.

HIGH CHEMICAL TOLERANCE

This is the almost inhuman ability to shrug-off the effects of all but the most lethal types of chemicals and toxins, including alcohol, street drugs, ingested poisons, and even most types of junk food. While it is thought that many people who lived through the 1960's possessed this ability to some extent, this talent is practically unknown today. So don't try this at home, kids.

There are two main downsides to this talent, not the least of which of which is the high probability of addiction—just because you can tolerate the effects of something doesn't mean you won't get addicted to it (three Fate Table Screw-Ups means the user is addicted, so keep track of those bad die rolls, Editor). P.I. who take this Talent for granted soon wind up in the Betty Ford Clinic, or worse.

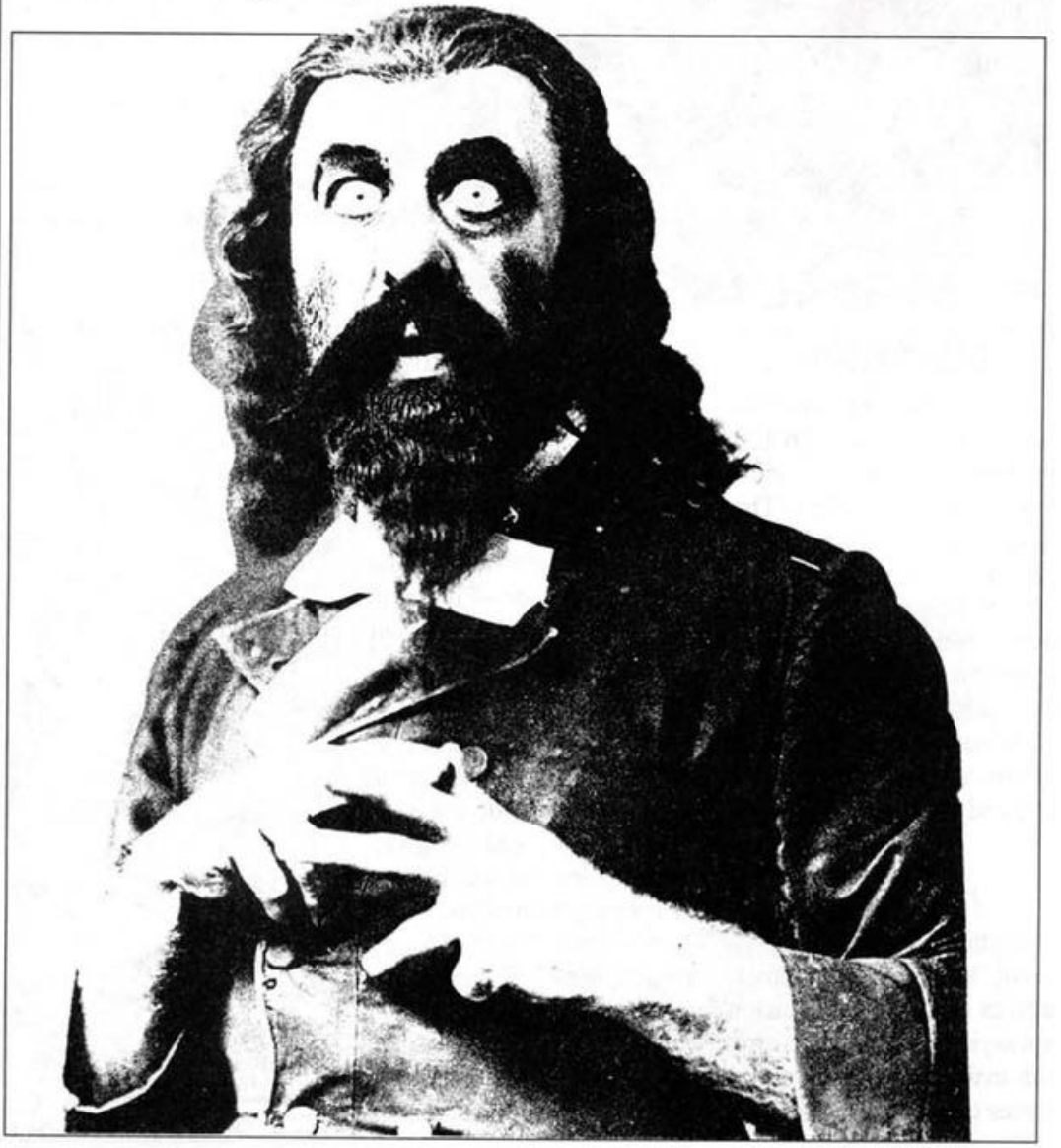
The other problem is that the body's ability to tolerate chemicals extends to beneficial substances too, such as penicillin, antibiotics, and even aspirin. In game terms this means that characters with this ability will require at least *three* times the normal dose of any medicine in order for it to have the desired effect.

HYPNOSIS

This is the ability to mesmerize other sentient beings and influence their subconscious Minds. It works like a "Restrain" attack vs the victim's Mind rating (meaning unwilling subjects may be allowed a chance to resist), and causes no injury to the subject. A hypnotized subject can be instructed to follow any reasonable suggestion given by the Hypnotist, such as the ever-popular "You are getting sleepy", or "We're friends, so its okay to let us pass". Post-Hypnotic suggestions are also possible, allowing the Hypnotist to implant a suggestion that can be "programmed" to take effect up to 24 hours later.

Hypnosis can also be used to delve deep into the subconscious in order to interrogate a subject, or in an attempt to recall forgotten events from the subject's past. In the former case the subject will give truthful answers, unless doing so would violate some deeply held conviction or belief. In the latter case Hypnosis can be used to cure amnesia, remove memory blocks, erase a Post-Hypnotic Suggestion, recall a forgotten Past Life, or release the subject from Mind Control or Hypnosis.

Range for this ability is one foot per +1 ability rating, and the maximum effective duration of the hypnotic state is two turns per +1 rating. Note that in no case can a subject be made to do anything that he, she, or it would not normally do. If the Hypnotist tries to force a subject to obey a suggestion of this sort, the Hypnotic trance will be broken at once.



LEVITATION

This is the ability to float upwards in the air, up to a maximum elevation of about ten feet per +1 rating. This talent cannot be used to fly, or to move in any other direction except straight up and down. Neither can it be used to levitate another person or an inanimate object (see Psychokinesis). However, Levitation can be used to break a fall and avoid injury.

MAGIC

In the Tabloid World universe, Magic works about as well as anything else, which is not saying much. Luck charms can make you a little luckier; curses can make you sick, and faith healing can make you well. Love potions and voodoo dolls both yield tangible results, as do Ouija boards and tarot cards. There are rituals that will allow you to contact dead friends and relatives, exorcise demons and unclean spirits, or — if you're crazy enough to risk losing your mortal soul — to summon demons. But that's about it.

Individuals who either possess or have acquired this talent will know how to decipher old magical texts, and — given about ten minutes to make the necessary preparations —will be able to use the type of Magic described above. If desired, they can specialize in a particular type of Magic, such as Voodoo, Shamanism, Conjuration, or whatever, giving them a limited area of expertise and a +1 bonus in their specific field. Or they can choose to be a general practitioner and gain familiarity with most types of Magic, with no one area of expertise and no bonuses.

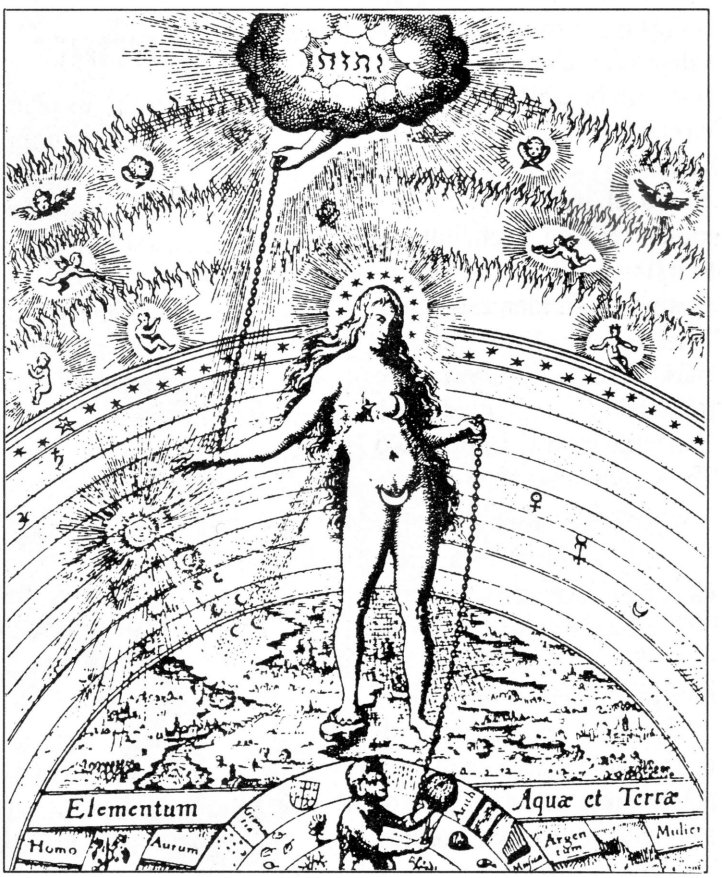
In any case where Magic may come into play the Editor may rule that the magic user will need a particular book, charm, or ingredient to achieve the desired effect. Also note that magic users must roll vs their Magic talent rating to get the desired results. Finally, keep in mind that in the Tabloid World universe, Magic can do some cool stuff but is not exactly the kind of thing you'd want to break out with in the middle of a gun fight.

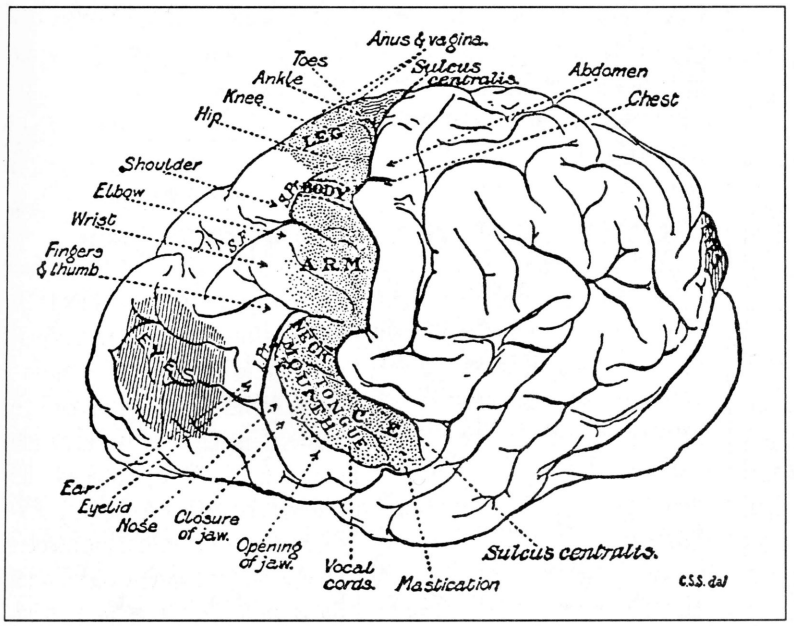
Hey, so maybe you'll never grow up to be Gandalf. At least you'll be up there on a par with Penn & Teller.

MATERIALIZATION

This ability allows one to summon physical objects from another plane. These objects must generally be small enough to conceal in the palm —hence, the Debunkers' claims that it's all done by sleight-of-hand. The user can specify the type of object desired, but has no guarantee that it will be in working order (relative usefulness of the Materialized item depends on the Fate Table die roll — the higher the roll, the better). Another downside is that the owners of the objects might come after the materializer to reclaim them.

When the Action Sum indicates failure, the materializer gets nothing but a glob of otherworldly goop called ectoplasm. Sometimes ectoplasm moves around and forms faces and so forth, but it's both harmless and quite useless.





MIND CONTROL

This is the ability to influence other entities and make them follow any command of up to three words (such as "BUY THIS BOOK"). It works like a "Restrain" attack vs the victim's Mind rating (the subject is allowed a chance to resist except on a roll of 10+), and does no damage to the intended victim. Note that under the E-Z Rules, subjects can't be commanded to do things that are completely against their self-interest or fundamental beliefs — i.e.. no "KILL YOURSELF NOW!" or "MURDER THIS GUY!" Under the Very Complicated Rules, such commands might be allowed, but at severe penalties. Also note that most sentient beings resent being manipulated in this manner, and will be pretty pissed-off at anyone who tries to control them.

Optionally, this talent can be used to control your own Mind by protecting you from Psychic Assault, Mind Reading, etc. It can also be used to send "thought messages" (up to three words at a time) to others — a handy talent that has many uses, such as commanding the dog to "GET MY SLIPPERS".

MIND READING

This is the ability to read the thoughts of other sentient beings. Note that individuals who speak a foreign language also tend to think in their native tongue, which can present a problem if the Mind Reader doesn't also speak the same language. Also note that Mind Reading may yield trivial, useless, or even embarrassing results — the private thoughts of sentient beings are generally quite unpredictable, and are not always relevant to what is going on at the moment.

This talent can be blocked by individuals who possess psychic powers of their own, such as Mind Control or Mind Reading, and by lead shielding. Maximum range is about ten feet per +1 rating. There is a grave danger associated with this talent which, though rare, is worth mentioning. Attempting to read the mind of one who is trying to use Mind Control on you results in instant success for the mind controller.

MULTIPLE PERSONALITY

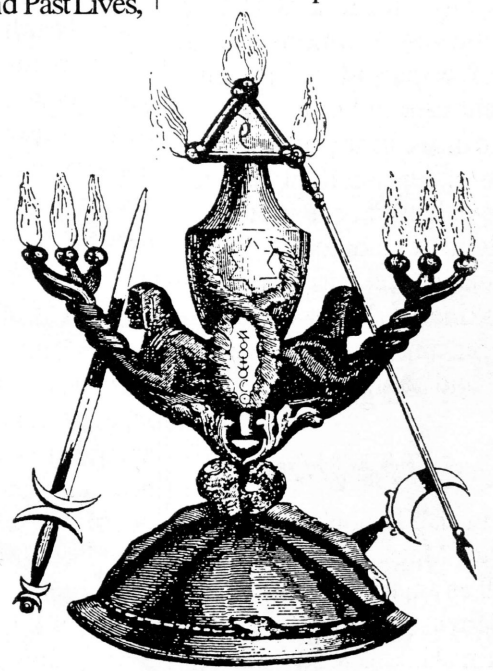
More like a condition than an ability, this talent is available only to P.I.s who are using the Very Complicated Rules. Individuals who have this talent choose a primary character to play as their physical persona, but can also choose a secondary character to use as the Multiple Personality. The advantages of this ability include an additional Mundane Profession, Paranormal Talents, Hobbies, and Past Lives, which you can use anytime by rolling against this ability. The main disadvantage is that anytime you roll a 5 or less for an attempted action of any sort, you not only fail to perform the action but also switch personalities. Getting back requires another die roll vs this talent, which can get pretty confusing.

OBJECT READING

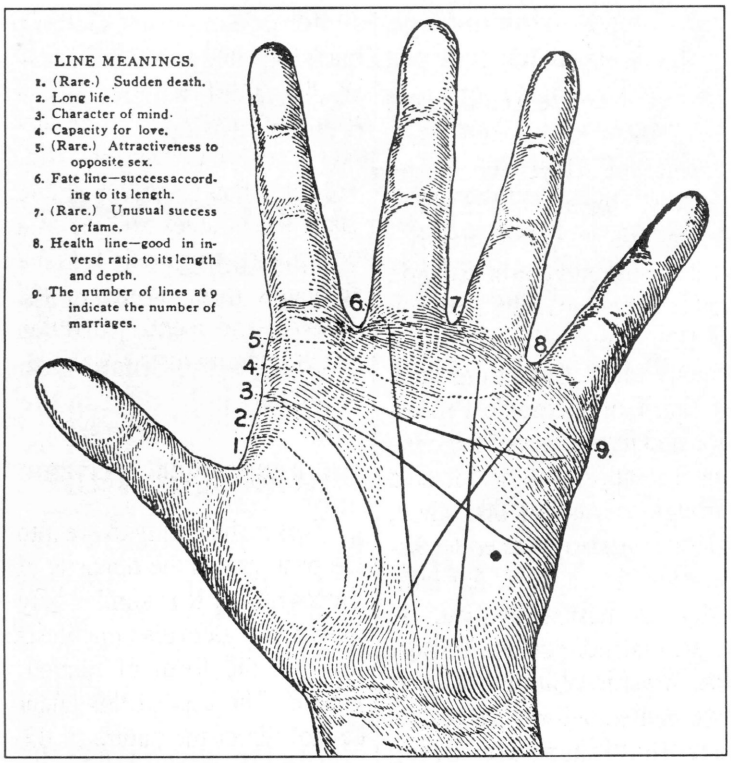
This ability (also known as Psychometry) enables the user to psychically "read" the nature of any inanimate object by holding it in the hands and concentrating, hoping to detect "psychic impressions" of a revealing or informative nature.

The type of information that can be divined is limited to the following: a somewhat "fuzzy" impression of the last person to own or touch the object, the object's age, its basic purpose, and how it got wherever it was when it was found. The Editor provides the answers, which will always be vague but accurate.

Like most types of Divination, the Object Reading process takes about ten minutes to complete.



An Object.



PALM READING

Also known as Palmistry or Cheiromancy, Palm Reading is a staple of the tabloids. This useful talent allows the reader to make determinations about a subject's longevity (by examining the life-line), health (Body, Mind, or Spirit), love life, luck, opportunities for making money, and possible psychic abilities. To make any such determination, the reader must first spend at least ten minutes studying the subject's palm and analyzing the lines, digits, and mounds. This form of Divination yields practical, if somewhat general, results.

PRECOGNITION

This is the ability to see into the future, which should not be confused with Clairvoyance (the ability to see what others cannot), and requires the user's total concentration. This talent manifests itself in the form of random visions; i.e., whenever you try to use it, you receive a vision of something that will happen in the future, though you will not be able to direct the nature of the vision or determine how far into the future you're actually seeing. Like most types of Divination, the Precognition process takes about ten minutes to complete.

PSYCHIC ASSAULT

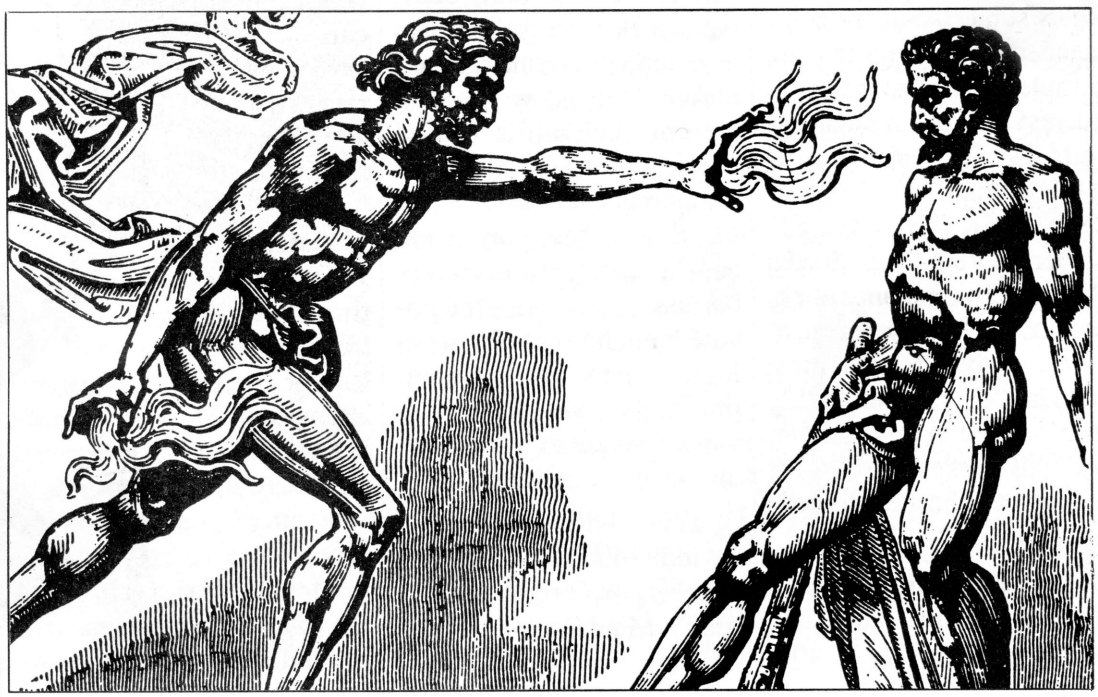
This is the ability to directly attack the Mind of another entity by the projection of psychic energy. In other words, this is a combat skill that can be used to attack the Mind rather than the Body. Psychic Assault can be used with the Specific Intent to Injure, Restrain, or Knock-Out (Special Effect), and has a maximum range of one foot per +1 ability rating.

Using this talent to Restrain causes no damage, but imprisons the victim's Mind in a "mind maze", preventing the victim from using any mental or psychic ability until he, she, or it can escape (roll vs Mind rating to escape a mind maze). If used to Injure, damage is as per a standard weapon, though Injury Points are subtracted from the victim's Mind Rating. Note that this ability does in and of itself not confer any talent for Mind Control or Telepathy.

PSYCHIC INTERFERENCE

Individuals who possess this talent emit a paranormal interference field that fouls up the transmission and reception of psychic and magic energy the way a TV scrambles AM radio reception. Any attempts at Divination, Aura Reading, Mind Reading, Mind Control, or similar psychic-based talents in the presence of a Psychic Interference generator yield the supernatural equivalent of line noise or static — meaningless garble and noise. Individuals with this ability may or may not be conscious of it.

This talent turns on automatically when another talent is used in the vicinity, surrounding the subject with a five-foot radius aura of Psychic Interference.



PSYCHOKINESIS

Psychokinesis (PK for short) is the ability of mind over matter. If you have this talent you can do cool stuff like bend spoons and keys, levitate small objects (up to about 5 pounds per +1 ability rating), or change channels on your TV set without using the remote. You can move objects up to a range of ten feet, and even use them as weapons (roll on the Fate Table to hit, as per standard combat).

Psychokinesis takes a lot of mental effort and concentration. Try using this talent more than three times in the course of an hour and your head will feel like it's about to blow up. Don't ask what happens if you try it more than four times.

PYRAMID POWER

Individuals who possess this Paranormal Talent are able to utilize the miraculous properties of pyramids. Using nothing more than a cheap plastic pyramid or pyramid hat (see Artifacts & Equipment) they can preserve food or other perishable items indefinitely, sharpen razor blades, protect themselves from harmful cosmic rays, or heal injuries to the Mind or Spirit. In the first two instances the benefits last for as long as the protected materials or individual remains inside the pyramid. In the latter case the rate of healing is as per the Paranormal Talent, Faith Healing.

READ AURAS

This is the ability to see the auras of other living entities and "read" their basic nature; i.e., whether the subject is basically friendly, hostile, or indifferent. An entity's aura is essentially a visual representation of its Spirit, and is as unique as a fingerprint or DNA code — no two are exactly alike. Conditions such as Spirit or Demonic Possession and most types of Paranormal Talents can all be detected through the use of this talent, which can also be used to discern whether a particular individual is human or alien. Be aware that individuals who possess psychic abilities of their own can sometimes detect the fact that they are being "scanned" in this manner, and may not like it. Some aura readers, called "Kirlian Photographers" need photographic equipment as a prop.

There are two methods of Aura Reading that can be used. A quick Reading takes just a few seconds (one Turn) of observation, and yields basic info on the subject's race, general morality, and whether or not any form of Possession is involved. Doing a full Reading takes ten minutes and yields a complete diagnosis of the subject's race, morality, and physical and mental condition (including any diseases and afflictions).

RETROCOGNITION

This is the ability to see into the past, and is the opposite of Precognition. It is similar only in that this talent also manifests itself in the form of random visions. The user of this talent cannot direct the nature of the vision, or determine in advance how far into the past one is seeing.

Like most forms of Divination, Retrocognition takes about ten minutes to complete. And it comes in handy when trying to recall whether or not you already paid the rent.

SECRET FRIEND

A secret friend is an entity from the Sixth Dimension that can be consulted for advice on almost any subject. Note that the Secret Friend has no material form, is by no means omniscient, and is useful mainly as a means of getting a second opinion. Also keep in mind the fact that your "friend" cannot be seen by anyone but you, which makes you look pretty weird when you're talking to it.

It is a curious fact that some inhabitants of the sixth dimension prefer to adopt the form of a six-foot talking rabbit. Go figure...

SERIOS PHOTOGRAPHY

Named after its pioneer, Ted Serios, rather than the state of mind required by the user, this technique allows the user to imprint mental images on unblemished film negatives. With intense concentration, it is supposedly possible to create slightly out-of-focus images of anything one can think of. Well, that's what Ted Serios claimed, anyway...

Like most forms of Divination, Serios Photography takes about ten minutes to complete. This Talent is great for recreating that swell shot you missed because the flash wasn't ready, or the trumped-up photo of Princess Di kissing Axl Rose. Unfortunately, the one thing Serios Photography can't do is create a birthday party or wedding group shot where everyone has their eyes open and no one looks goofy.

SIXTH SENSE

This is the innate ability to detect the presence of danger, which manifests as a "tingling" feeling. The precise nature of the perceived threat cannot be determined, nor can its proximity in space; that is, the threat may be very close or some distance away. To use Sixth Sense requires only a moment's concentration — oh yeah, plus you have to ask the Editor if you sense anything, unless you actually have this ability in real life. The Editor will indicate whether the character senses anything, or whether he, she, or it is just acting paranoid.

The down side of this talent is that it is so acute that it sometimes picks up almost anything that can be construed as dangerous, such as second-hand smoke and artificial food colorings, resulting in a form of paranoia known as "the Creeps" (as in, "This place is giving me the Creeps"). In advanced cases, acute Sixth Sense can lead to paranoid tendencies and panphobia — the fear of everything.

SPEAK IN TONGUES

This is the innate ability to speak and comprehend foreign, dead, or even alien languages — it is also known as Glossolalia. Like most Paranormal Talents this ability is somewhat unpredictable. Sometimes it works, and sometimes it doesn't. When it does, this talent will last up to one hour per +1 rating, after which you'll need to roll again on the Fate table in order to get it going again.

SPIRIT PHOTOGRAPHY

This is the ability to capture otherwise invisible entities such as spirits, ghosts, gremlins, and demons on film. Photographs derived through the use of this talent are usually quite blurry, and can be almost impossible to decipher except by fellow Spirit Photographers.

It is necessary to specify the type of camera that will be used for this purpose — 35mm, Polaroid, or video.

TELEPATHY

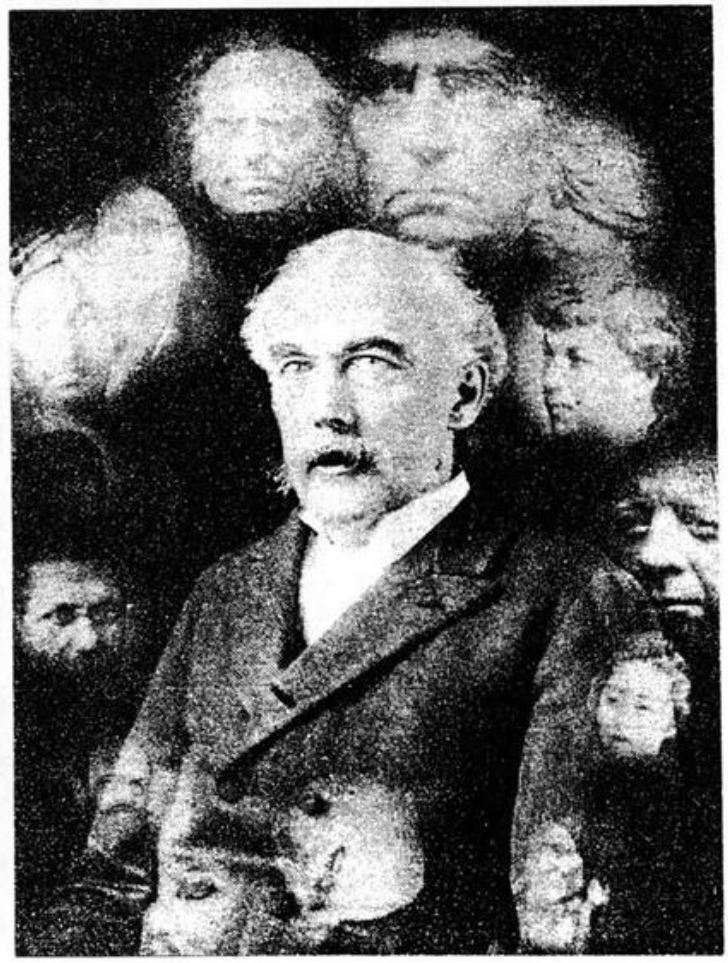
This is the ability to project or receive thoughts at ranges of up to 10' per +1 ability rating. Duration is about one minute per +1 rating.

WALK THROUGH WALLS

This is the ability to become ethereal for several seconds, allowing one to pass through walls or other solid objects, up to about one foot in thickness per +1 rating.

It's a handy talent but dangerous, as a bad die roll can result in partial dematerialization; i.e., getting stuck part way through the wall or solid object, a condition that can cause serious injury and is also rather difficult to explain to the doctor.

One wall or solid object walked through per use, please...



PAST LIVES

ISSAC ASIMOV

Famous and incredibly prolific author of science fiction, who wrote and/or edited over 400 books during his lifetime. Recalling this Past Life gives you an intuitive grasp of alien technologies and robotics, enabling you to understand and use any device of this sort.

MADAME BLAVATSKI

Madame Blavatsky was a founder of the Theosophical Society and authored two books about her experiences, *Isis Unveiled* and *The Secret Doctrine*. Before becoming a famous medium and psychic, Helena Petrovna Blavatsky (a.k.a. Madame Blavatsky or H.P.B.) worked at such Mundane Professions as piano teacher and factory manager. Later she gained renown through her ability to contact spirit guides such as the Brotherhood of Luxor and the Mahatmas, Koot Hoomi and Morya. Recalling this Past Life gives you the Paranormal Talent, Commune with Spirits, and enables you to contact the same spirit guides that Madame Blavatsky once employed.

BOGEY

Hollywood actor and symbol of unshakeable cool, Bogey is remembered for having made such famous films as *Casablanca* and *The Maltese Falcon*. The typical Bogey character was the tough guy with a heart, who always remained cool under pressure.

Recalling this Past Life enables you to do the same, even in the face of your own worst Phobias (a successful roll vs this ability means that you overcome the Phobia).

EDGAR CAYCE

Famous clairvoyant, faith healer, and author, Cayce is regarded by some as one of the pioneers of the New Age movement. He wrote on numerous subjects related to the field of the paranormal, including the nature of dreams, the Lost City of Atlantis, Reincarnation, Extra-Sensory Perception, Channeling, the mysteries of the mind, Faith Healing, and Crystalomancy.

Recalling this Past Life gives you the Paranormal Talents, Clairvoyance and Faith Healing. You'll possess practical knowledge about Reincarnation, dreams, ESP, and Channeling, and Crystalomancy. Who knows? You might even write a best-selling New Age book or two...

CLEOPATRA

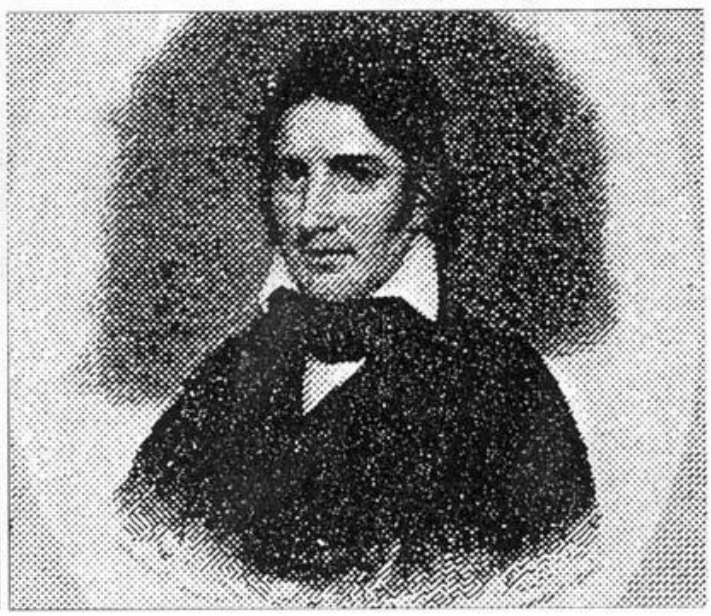
Queen of the Nile, ruler of Egypt at age eighteen, hedonist, temptress, advisor in war, Mark Antony's #1 fab babe — you name it, and Cleopatra did it.

Recalling this Past Life enables you to use your considerable intelligence and charms to influence powerful individuals of all sorts, and to persuade them to be your allies — or, if you're so inclined, your boyfriend.

DAVY CROCKETT

Famous American pioneer, frontier scout, Congressman, and hero who died at the Alamo. Even during his lifetime Crockett's exploits were the stuff of legends, no doubt due to his talent for spinning a good yarn. The legend of Davy Crockett has only grown since his death, and has inspired numerous books, movies, TV shows, and of course such snappy items as coonskin caps and fringed leather jackets.

Recalling this Past Life gives you the wilderness savvy and homespun oratorical talents of the King of the Wild Frontier himself, enabling you to entertain folks with tall tales of your amazing exploits.



ALEISTER CROWLEY

Modern day magician of infamous repute. During the 1930's and '40's Crowley was vilified in the tabloids of his day as "the wickedest man alive", though this was something of an exaggeration, to say the least. In addition to his extensive training in Magick (his spelling), Crowley was also an accomplished poet, writer, and mountain climber.

Recalling this Past Life gives you the Paranormal Talent, Magic, and enables you to banish or summon spirits and demons or use any of Crowley's actual or reputed talents.

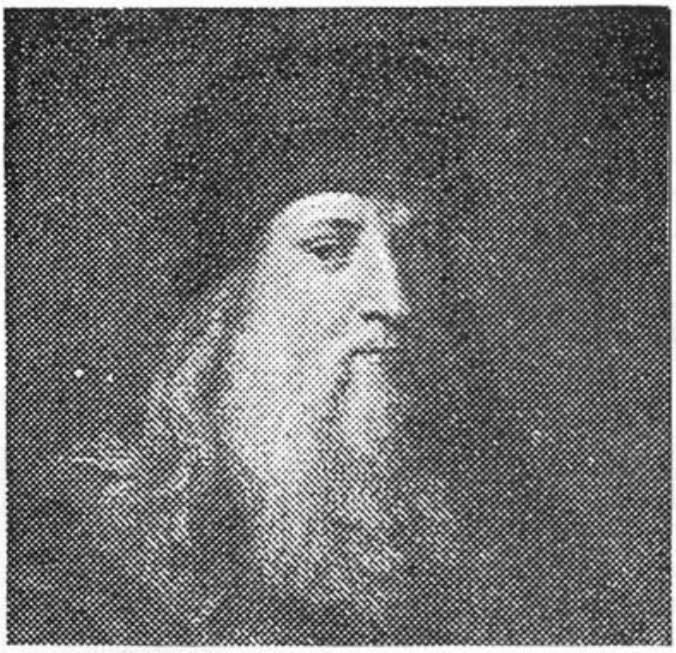
LEONARDO DA VINCI

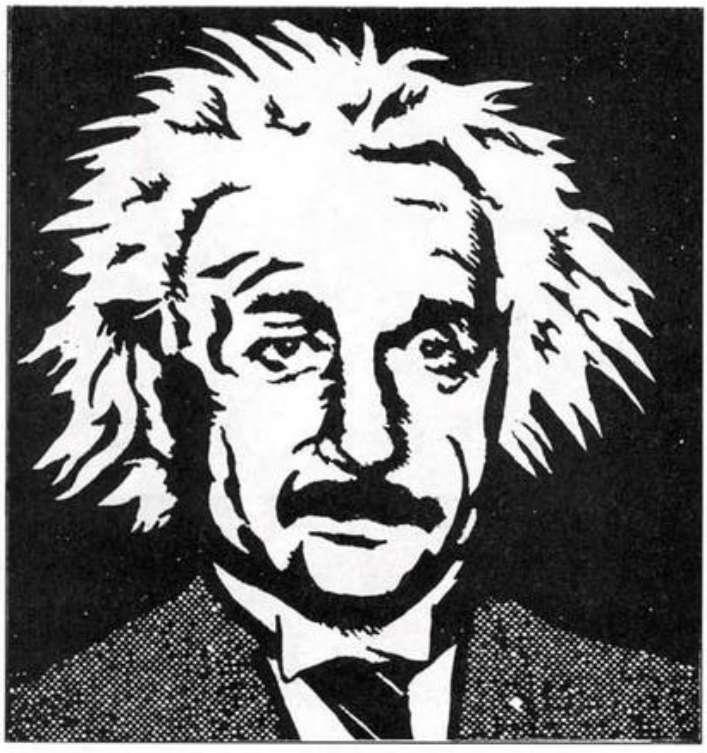
Leonardo was a famous Florentine artist whose many talents included painting, sculpting, inventing, engineering, architecture, and knowledge of the arts and sciences. One of the great minds of his age, Da Vinci was an exceedingly private person who recorded his journals in code so that others would not steal his secrets. He hid his homosexuality as well, no doubt fearing condemnation from the Church. Recalling this Past Life allows you to invent, design, analyze, or diagram any type of device or mechanism, and to create accurate artist's renderings of any subject.

AMELIA EARHART

Famous female aviator who was lost and never seen again after attempting to fly across the Pacific Ocean. Some believe that she may have been lost in the Devil's Triangle, in the vicinity if the Sea of Japan (see Locations).

Recalling this Past Life gives you the abilities and intuition of a skilled aviator, enabling you to fly any type of aircraft — even UFOs, should you get the chance. However, your sense of direction may be a bit questionable...





ALBERT EINSTEIN

Einstein was a mathematical genius who earned widespread fame for having formulated the Theory of Relativity, not to mention the original hairdo now worn by Don King. He is regarded as a visionary by Enlightened entities across the galaxy. All the more amazing in light of the fact that he almost flunked out of grade school...

Recalling this Past Life enables you to devise mathematical solutions for spacial or temporal traps and obstacles such as Interdimensional Rifts, Time Traps, and the dreaded Deja-Vu Time Loop.

CHARLES FORT

Eccentric archivist of otherworldly phenomena, called "the father of modern phenomenalism". Fort opposed what he called the "conservation of continuity" — attempts by authorities to attribute mysterious phenomena to Mundane causes, no matter how illogical. Recalling this Past Life enables you to identify any type of Forteana, and whenever possible, avoid adverse effects caused by such phenomena (Editor's ruling on how effective this ability will be in any given situation).

JIMMY HOFFA

Former president of the Teamsters, Hoffa made the labor unions a force to be reckoned with, and was an influential figure in business and politics for many years. Hoffa's reputed connections with organized crime are believed to have led to his sudden and mysterious disappearance. His body has never been recovered, and is said to be buried in a swamp somewhere in New Jersey — or under the end zone at Giants Stadium, depending on which story you believe.

Recalling this Past Life allows you to use Hoffa's forceful personality to negotiate agreements of all sorts, or to rally any group of workers or laborers to your cause.

HOUDINI

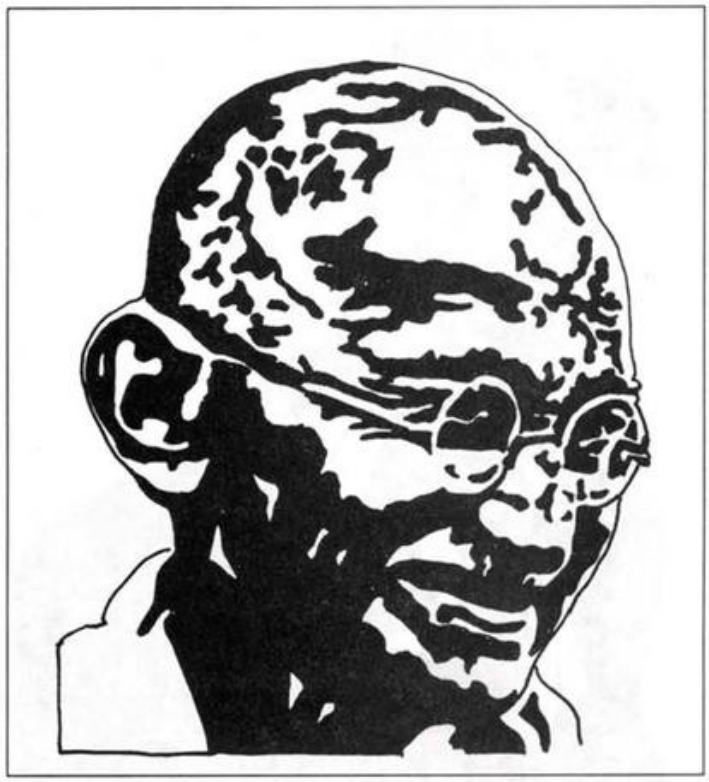
Houdini was a master stage magician and escape artist known for his ability to create the most thrilling and amazing illusions. He was known to boast that no prison, jail cell, or pair of handcuffs could hold him, a claim that he proved again and again to the amazement of everybody from Sir Arthur Conan Doyle to Scotland Yard.

This Past Life enables you to escape from any type of restraint, prison cell, or practically any dicey situation (Editor's judgment as to how effective this ability will be in any given situation).

GANDHI

Renowned and beloved Indian nationalist and spiritual leader, Mohandas Gandhi used passive resistance as a means of protesting injustice.

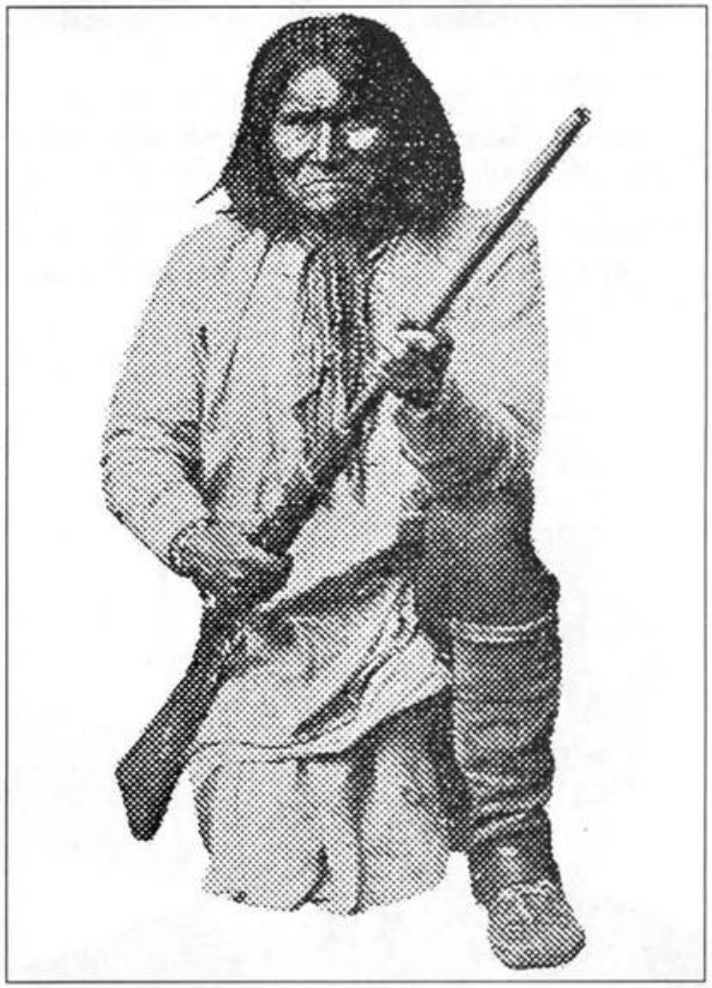
Recalling this Past Life gives you the ability to calm hostile beings or entities of any sort using your powers of reason, spiritual integrity, and passive resistance (Editor's ruling as to the extent of this ability, which may or may not have the desired effect upon truly evil and/or violent entities).



GERONIMO

Geronimo was a famous Apache leader who refused to cooperate with the US government and its policy of confining Native Americans to reservations. He successfully evaded and frustrated the US Army for many years, until tired of running, he finally turned himself in.

Recalling this Past Life enables you to move undetected, evade pursuers, read tracks, and survive indefinitely in any wilderness environment.



GROUCHO

Famous comedian and member of the Marx Brothers, Groucho appeared in such classic comedy films as *"A Night at the Opera"*, *"A Day at the Races"*, *"Animal Crackers"*, and *"Duck Soup"*.

Recalling this Past Life enables you to amuse sentient beings with your hilarious "Groucho impression", causing them to be temporarily overcome with laughter (treat as a Special Effects "Knock-Out" attack).

JFK

Famous and charismatic former President of the United States, JFK is rumored to have been assassinated by MIBs (Men in Black) because he was about to tell the world about a conspiracy to cover-up knowledge about UFOs—well, that's what some people say, anyway. He had affairs with many women, including Marilyn Monroe.

Recalling this Past Life gives you JFK's impressive leadership qualities, which can be used to inspire other life-forms to view you as their leader (Editor's ruling). It will also enables you to use your charismatic presence to seduce women of all races.

JOAN OF ARC

Joan of Arc was a courageous young woman who led the French into battle against the English during the early 1400's. A hero and martyr who was burned at the stake by her enemies, Joan professed to have been guided by several saintly Voices, and was probably a Channeler.

Recalling this Past Life gives you the abilities of a skilled rider and warrior (of the medieval period), courage in battle, and the Paranormal Talent, Channeling. The Voices you hear in your head will advise you in any combat situation, just as they guided Joan herself.

HELEN KELLER

Helen Keller overcame multiple physical handicaps to become a famous author and lecturer, and an inspiration to physically challenged entities of all sorts.

Recalling this Past Life gives you the ability to navigate in total darkness, read Braille, or overcome any type of physical challenge that your character might encounter (Editor's ruling on how this ability can be used in the game).

BRUCE LEE

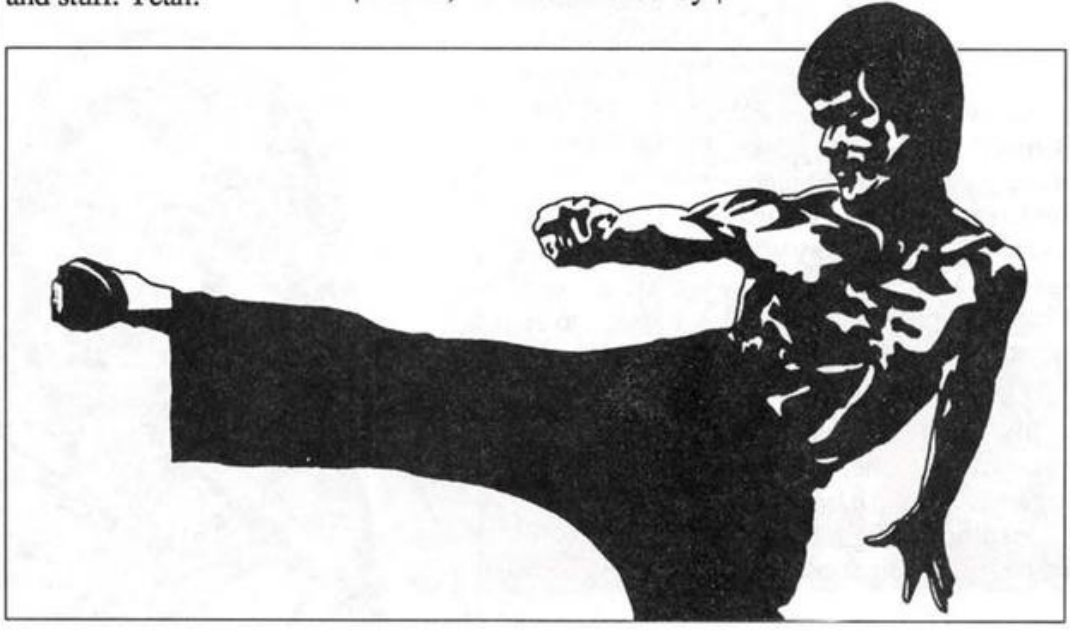
Star of numerous martial arts action films, Bruce Lee was known for his incredible and innovative fighting techniques — for example, Lee's famous "one-inch punch", that could knock down an opponent with little apparent motion or effort.

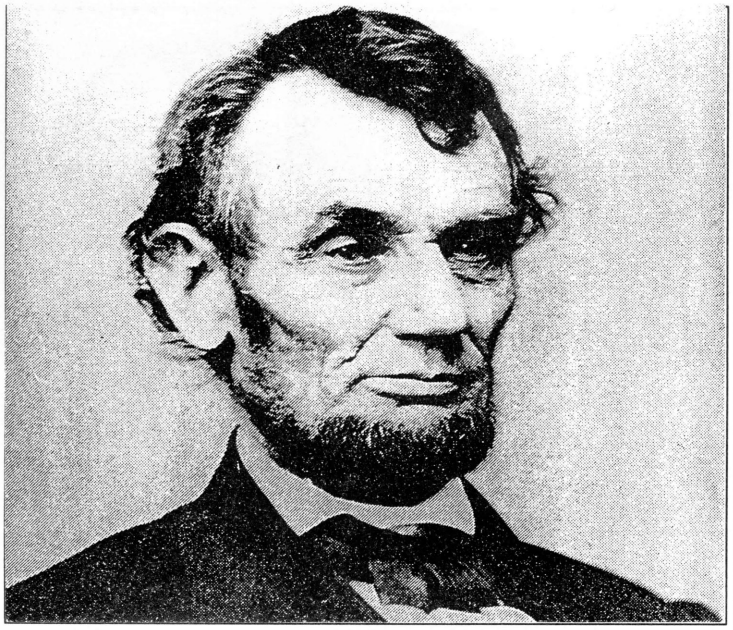
Recalling this Past Life gives you the kind of martial arts ability that only exists in the movies — you know, the really cool stuff, with the flying kicks and amazing leaps and stuff. Yeah!

LIBERACE

Famous pianist and performer known for his garish and wildly extravagant costumes, Liberace was a master of the "elevator music" school of piano playing. Though music critics generally had little regard for his talents, he was beloved by untold thousands of Mundanes throughout the world and enjoyed great popularity as an entertainer.

Recalling this Past Life allows you to enthrall Mundanes of all sorts with your unique musical talents, effervescent personality, and flashy wardrobe.





ABRAHAM LINCOLN

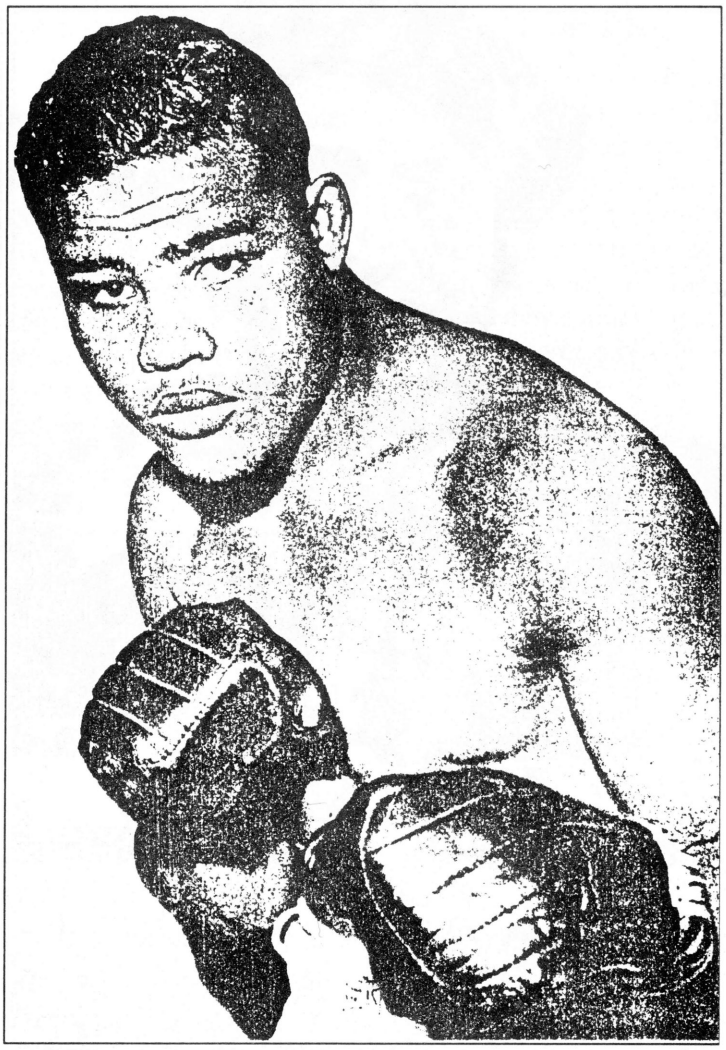
Lincoln was a famous statesman, an advocate of equal rights, and the 16th President of the United States. He was assassinated by John Wilkes Booth.

Recalling this Past Life enables you to use your abilities as an orator and statesman to inspire or persuade other sentient beings to regard you as their leader.

JOE LOUIS

Known as "the Brown Bomber", Joe Louis was one of the greatest heavyweight fighters of all time. Perhaps his most notable victory was against Max Schmeling, whom Adolph Hitler had promoted as the champion of Nazi Germany.

Recalling this Past Life gives you a mastery of the pugilistic art, and a bonus of +1 anytime you fight Brazilian Nazis or their agents.



MARILYN MONROE

Marilyn Monroe was a famous sex symbol and star of the silver screen who starred in such classic films as Gentlemen Prefer Blondes, The Seven Year Itch, and Some Like It Hot. She died after an apparent overdose of barbiturates, though some suspected foul play due to her involvement with JFK. Marilyn has since been elevated in the publicconsciousnessto legendary status.

Recalling this Past Life enables you to use your sex appeal to seduce males of all known humanoid species, or persuade them to do whatever you ask (within reason, of course) .

NAPOLEON I

Short but famous French general, emperor, and conqueror, Napoleon was doing pretty well for himself until the Battle of Waterloo.

Recalling this Past Life gives you the commanding presence and tactical military knowledge of the little emperor himself (taking the form of combat advice provided by the Editor). Just don't get too carried away with the Napoleon bit or people will think you're ready for a trip to the big rubber room.

NOSTRADAMUS

Famous clairvoyant who lived during the 1500s, Nostradamus made over a thousand predictions, the furthest of which extend into the year 3797. His numerous prophecies have at times proved to be uncannily accurate, and have warmed the heart of many a New Age book publisher.

Recalling this Past Life gives you mastery of the Paranormal Talent, Precognition.

MARCO POLO

Famous traveller and explorer who journeyed with his father and uncle from Venice to the Far East and back during the 1200s. An account of the voyage was recorded by a romance writer named Rusticello and subsequently published in book form as *The Travels*.

Recalling this Past Life enables you to travel great distances without getting tired, adapt to foreign surroundings and customs, and navigate in unfamiliar surroundings without worrying about getting lost.

CHARLIE PARKER

Also known as Bird, Charlie Parker was perhaps the greatest jazz alto saxophonist of all time. A contemporary of the great trumpet player Dizzy Gilespie, Bird was one of the pioneers of the musical form known as Be-Bop. He died in his thirties from the accumulated effects of alcohol and heroin. Bird is revered by many jazz aficionados, including the "Benevolents" of Venus, who consider him to be a great and mystical entity.

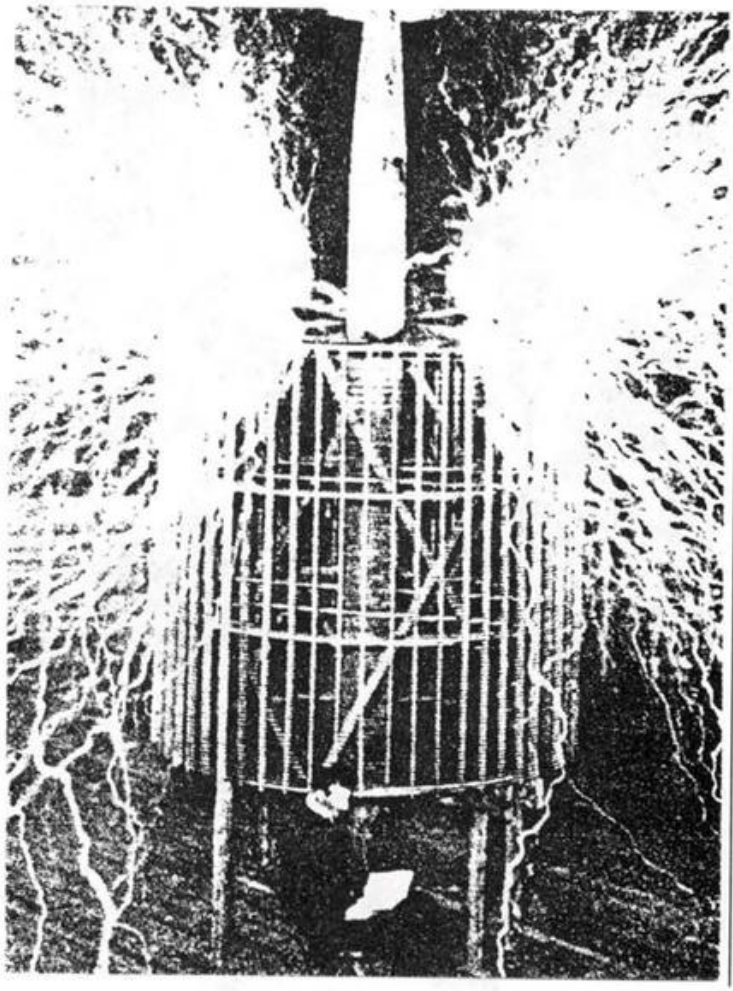
Recalling this Past Life enables you to speak the language of musicians, beat poets, and hip cats, and play saxophone so well that you can mesmerize other sentient beings (works like a Restrain attack).

WILHELM REICH

Onetime student of psychiatrist Sigmund Freud, Reich was the inventor of the Orgone Accumulator (see Equipment). A brilliant inventor, his experiments went beyond physics into the realm of the metaphysical.

Reich soon ran into trouble with the Food and Drug Administration, which failed to recognize the validity of his Orgone Accumulator and prohibited him from even mentioning the word "orgone" in his writings. When he refused to listen to them Reich was sent to prison, where he eventually died.

Recalling this Past Life enables you to construct your own Orgone Accumulator and use it for Holistic Healing purposes. You will also be able to accurately identify any form of energy or radiation, whether psychic, mystic, crystalomantic, Orgonic, or alien in origin.



NICOLA TESLA

Inventor of alternating current, pioneer in radio, and arch-rival of Thomas Edison, Tesla was a true genius whose experiments with high voltage current were far ahead of his time. In fact, some believed that he may have been a Venusian, or that he was in contact with extra-dimensional aliens such as the Gilaneans.

Recalling this Past Life enables you to design and build a Tesla Set (see Equipment), and operate, repair, or analyze any type of electrical device.

THE THREE STOOGES

Stars of TV and the movies during the 1950s and beyond, the original Three Stooges (Moe, Larry, and Curly) have developed something of a cult following over the years.

While players using the E-Z Rules can only choose one of the Stooges as a Past Life, those who are using the Very Complicated Rules and who also have the Multiple Personality Paranormal Talent can choose to have all three as Past Lives.

In the former case, you'll have to choose a favorite Stooge for your Past Life. In the latter, anytime you elect to use your Past Life ability you take on one of the Three Stooges' personas at random (roll a d10: 1-3 = Larry, 4-6 = Moe, 7-10 = Curly).

Using any or all of these Past Lives enables you to avoid suffering injury from even the worst falls or accidents by using your innate ability to execute comic pratfalls. You may look pretty ridiculous doing it, but at least if you're successful you won't get hurt.

EVIL PAST LIVES

JOHN WILKES BOOTH

Booth was an American actor and Confederate sympathizer who assassinated president Abraham Lincoln.

An individual who is under the influence of this Evil Past Life will usually be a political assassin with some talent for acting.

TED BUNDY

Infamous Deranged Serial Killer who began his career as a petty thief and peeping Tom before graduating to armed assault, rape, and multiple homicide.

Bundy resembled the typical Deranged Serial Killer: a shy white male who thought of himself as a loser. He was captured in 1978 and confessed to over two dozen murders before being sent to the electric chair in 1989.

Individuals who have fallen under the influence of this Past Life will typically follow the same career path as Bundy, from Mundane minor criminal to mass murderer. Not to be confused with Al Bundy from the TV show, "Married With Children".

AL CAPONE

Most dominant of the Chicago mob bosses of the 1930's, Capone made a fortune during the Prohibition era by selling bootleg liquor, running numbers, and operating protection rackets and other illegal activities. Known as "Scarface", he was a cold blooded killer who was feared by his rivals and associates alike. He eluded justice for years until the Feds finally convicted him on a charge of tax evasion.

Capone's notoriety has grown over the years since his death, thanks to the TV show, "The Untouchables", and dozens of gangster movies based on his life. He hit the big time in Tabloid World following a highly publicized TV special that featured Geraldo Rivera searching in vain for Capone's "lost treasure vault" on live TV.

Individuals who have fallen under the influence of this Past Life will be a career criminal, the leader of his or her own mob, and a ruthless killer. Not to be confused with Al Gavone, Editor of Weekly Weird News.

GEORGE ARMSTRONG CUSTER

American Army general and egotist who would no doubt have long ago faded into obscurity were it not for the fact that he masterminded a little military fiasco known as the Battle of Little Bighorn. The ensuing massacre was headline news in the tabloids of the day, and in the years since has been the subject of numerous sappy TV Movies of the Week.

An individual who is under the influence of this Past Life will usually be an egotist, a career military man, and a persecutor of Native Americans or other minority groups. Not to be confused with George Armstrong Custard, a tasty dessert that is served in Hell.

ADOLPH HITLER

Infamous dictator and ruler of Nazi Germany. Adolph Hitler was responsible for the murder of 12 million innocent Jews, Gypsies, and other peoples of "non-Aryan" extraction. His associates included such notorious figures as Josef Stalin, Benito Mussolini, Dr. Josef Mengele, and a host of other low-lifes.

Hitler's heinous deeds, his involvement in the Occult, and his relationship with his mistress, Eva Braun, have been grist for the tabloid mills for years. He has been the subject of numerous movies, TV shows, and books, and made the headlines a few years back following the discovery of his "lost diaries" — the latter , an elaborate hoax perpetrated by a Mundane Publicity Seeker.

An individual who is under the influence of this Evil Past Life will exhibit megalomaniacal tendencies of the first order, be a firm believer in the idiotic theory of the supremacy of the Aryan race, and possess the ability to convince other idiots that he should be their leader.

JACK THE RIPPER

Perhaps the most infamous Deranged Serial Killer of all time, mainly because he was never caught. The Ripper was known for the grisly means by which he killed and mutilated his victims.

An individual who is under the influence of this Evil Past Life will possess all the traits of a particularly sadistic Deranged Serial Killer, and will be particularly elusive and difficult to capture.

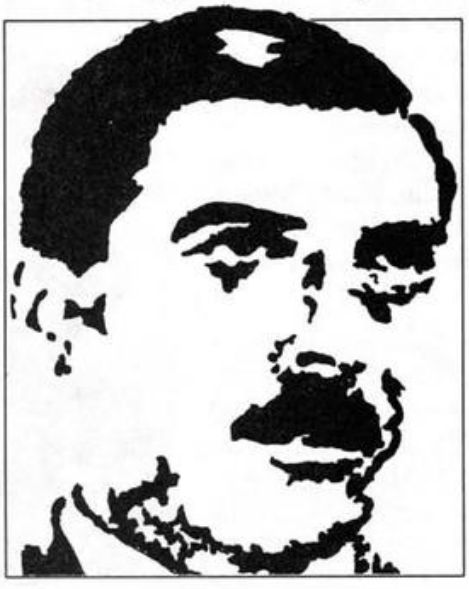
REV. JIM JONES

Infamous Weird Cult leader who convinced hundreds of his followers to commit suicide with him by drinking poisoned Kool-Aid. A megalomaniac who created a true cult of personality around himself, Jones' powers of persuasion were apparently quite formidable — hey, how many adults do you know who would be crazy enough to drink grape flavored Kool-Aid, never mind poisoned grape flavored Kool-Aid.

Individuals who have fallen under the influence of this Past Life will possess uncanny powers of persuasion, but will end up using them for destructive purposes.

DR. JOSEF MENGELE

Notorious Nazi doctor and sadist known for the cruel and insane experiments that he performed on innocent victims. At the conclusion of World War II Mengele fled Nazi Germany and escaped to South America, as did a number of officials from the Third Reich (see Minor Phenomena, Brazilian Nazis).



Menegele spent the rest of his life as a fugitive, hiding from the Nazi hunter, Simon Wiesenthal, and the Israelis, who wanted to bring him to justice. Reported sightings of the Nazi doctor made tabloid and Mundane headlines every few years, until a skeleton was found that was identified as Mengele's — or at least that's what they said.

An individual who is under the influence of this Evil Past Life will possess traits typical of an evil mad scientist, and will probably be trying to pass as a medical doctor. He, she, or it may also have close ties to the Brazilian Nazis, and perhaps the Bavarian Illuminati.

BENITO MUSSOLINI

Also known as Il Duce, was a pompous dictator who rose to power in the Italian Facist party during the 1930's. After some initial success rebuilding his country's economy, Mussolini made the mistake of buddying-up to Adolph Hitler. As the fortunes of the Axis powers declined towards the end of World War II, so did Mussolini's, until in 1945 he was killed in a public square by a mob of his own countrymen.

An individual who is under the influence of this Evil Past Life will exhibit megalomaniacal tendencies, act like a buffoon, and will want to associate with others of similar views.

JOSEF STALIN

Infamous Soviet dictator and communist, Stalin was responsible for the murder of millions of his own countrymen. Known for his treacherous nature, he aligned himself with Hitler and the Axis powers at the beginning of World War II, then switched sides and joined the Allies after the German Army invaded Russia.

An individual who is under the influence of this Evil Past Life will be brutal, merciless, and in all likelihood stupid enough to think that Nazis make trustworthy allies.

VLAD THE IMPALER

Infamous tyrant, mass murderer, and reputed vampire, from whom the legend of Dracula originated. Vlad earned his name by the manner in which he would rid himself of his enemies, or of anyone else he didn't like, for that matter.

An individual who is under the influence of this Evil Past Life will probably be a Vampire, and as such will never be seen by day. He or she will also be a sadist, and in all likelihood, a Deranged Serial Killer.

Evil Past Lives in Hell.

PHOBIAS

The following is a list of some of the numerous Phobias that may be found in the Tabloid World universe. Enjoy.

NAME OF PHOBIA	FEAR OF...
agoraphobia	open places
agyrophobia	crossing a street
ailurophobia	cats
altophobia	high places
amathophobia	dust
androphobia	men
animatophobia	cartoon characters
anthrophobia	people
bacteriophobia	bacteria
ballistophobia	bullets
belonephobia	needles
chrometophobia	money
claustrophobia	enclosed places
cryophobia	ice, frost
crystallophobia	crystals
cynophobia	dogs
demonophobia	demons
demophobia	crowds
dierollophobia	roleplaying games
eccleisiophobia	church
eisoptrophobia	mirrors
electrophobia	electricity
entomophobia	insects
ergophobia	work
gephyrophobia	crossing a bridge
gynephobia	women
hedonophobia	pleasure
hemaphobia	blood
hierophobia	priests
hydrophobia	water
hypnophobia	sleep
kakorraphiphobia	being alone
katagelophobia	ridicule
kinetophobia	motion
kodachromaphobia	having your picture taken
maniaphobia	insanity
mechanophobia	machines
musicophobia	music
mysophobia	dirt
necrophobia	corpses
neophobia	new things
nudophobia	nudity
ochophobia	vehicles
ophiophobia	snakes
ornithophobia	birds
panflutophobia	Zamfir recordings
pantophobia	everything
pedophobia	children
pharmacophobia	drugs
phasmophobia	ghosts
phobophobia	fear
photophobia	lights
plumbophobia	going down the drain during a shower
pyrophobia	fire
rhabdophobia	magic
sciophobia	shadows
synthetophobia	polyester
tachophobia	speed
teratophobia	monsters
terpsichoriphobia	dancing
thanatophobia	death
topophobia	certain places
traumaphobia	injury
triskadeccphobia	the number 13
tubophobia	television
UFOphobia	UFOs
xenophobia	foreigners

EQUIPMENT SECTION

This is a list of the various types of artifacts and equipment that are most often used by professional P.I.s. This list should by no means be considered exhaustive — in fact, the reason this list so short is that creating a longer list would have been too exhausting. Prices for more common items can be obtained from the Home Shopping Network or your local K-Mart.

PARANORMAL INVESTIGATOR'S GEAR

The following is a list of selected items that are commonly used by police, security guards, and private investigators, and also happen to come in handy in the field of Paranormal Investigation.

You may be surprised to know that this type of stuff is easily available through mail order outlets — in fact, the catalogue we got this information from also offered such useful items as sniper scopes, high-powered crossbows, sword canes, SWAT team gear, and knives of all shapes and sizes. Only in America...

AUDIO MAGNIFIER

This electronic listening device consists of a pair of headphones and a super sensitive, hand held microphone. It enables you to hear whispers at 50 yards or detect intruders up to a range of 1/4 mile.

Cost: $100

CAMERA LIGHTER

This is a miniature camera that is hidden inside a common cigarette lighter.

Cost: $220

ELECTRONIC SCRAMBLER

This device protects your communications from bugs, scanners, and wiretaps by using a speech spectrum inversion code that scrambles your messages.

This type of electronic scrambler can be used with any telephone, but whoever you are talking to needs a second scrambler to descramble your messages, using a pre-arranged code setting.

Cost: $300

GAS MASK

This is a military style gas mask that covers the entire face and is effective vs all types of gasses. It even comes with its own handy carrying case.

Cost: $150

HIGH POWERED FLASHLIGHT

A small (6") but powerful flashlight that adjusts from a bright spotlight to a soft flood light, and has a durable metal housing painted flat black.

Cost: $30

KEVLAR VEST

This is the latest in bullet-proof vests. The vest's multiple layers of fabric and resin will stop bullets of almost any caliber, though some impact damage will still occur — figure that the wearer takes about half the usual number of Injury Points.

Cost: $500

M2 COMPASS

This is a military issue compass that comes in a folding case. Its waterproof and non-magnetic.

Cost: $90

MINI BUG DETECTOR

This hand held item is about the size of a Walkman. It can be used to detect all sorts of surveillance devices, and has an effective range of about ten feet.

Cost: $300

MICRO RECORDER

A lightweight voice activated recorder that measures about 4 x 2 inches in size. It uses standard micro-cassettes that will record up to 2 hours of material per side.

Cost: $170

NIGHT VISION SCOPE

A Soviet-make hand-held scope with 1.5X magnification. It comes with its own canvas bag, uses common alkaline batteries, and produces a green-colored image. A real bargain.

Cost: $850

SMOKE GRENADE

Each of these small (3 x 1") cannisters produces 10,00 cubic feet of white smoke that lasts for about a minute.

Cost: $10

STROBE SIGNAL LIGHT

This item produces a flashing light or beam that can be see at distances up to three miles. Measures about five inches in length and weighs only four ounces.

Cost: $25

SURVEILLANCE BINOCULARS

This heavy duty pair of 50mm binoculars features up to 40X resolution, is waterproof, and has a built-in LED range finder and compass readout. It comes with a padded rubber carrying case.

Cost: $300

TASER

This hand-held device is not much bigger than a pack of cigarettes, and can easily be concealed in a shirt pocket. It packs a non-lethal 65,000 volt shock that will stun and disorient an assailant, and operates on a single 9-volt battery. Isn't modern technology amazing? And its so affordable.

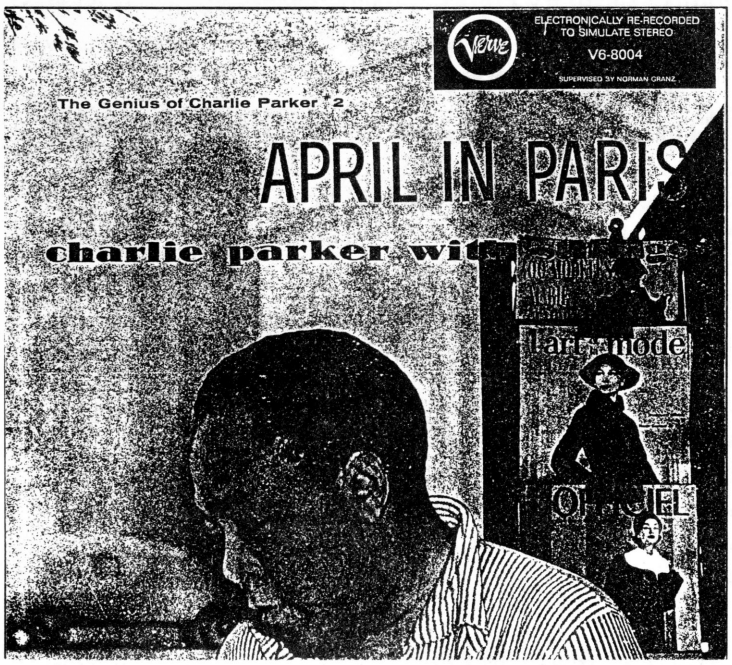
Cost: $60

TWO-WAY RADIO

This is a high-tech walkie-talkie that is light and compact (5 x 2"), and has an effective range of up to two miles. It can transmit on any of three different frequencies, and has an effective range of about 1/2 mile.

Cost: $400

UNUSUAL OR RARE ITEMS



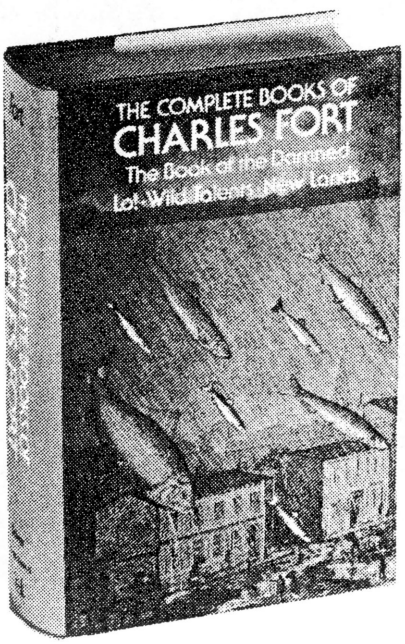
CHARLIE PARKER ALBUM

Charlie Parker was perhaps the greatest jazz alto saxophonist of all time. He is revered by many jazz aficionados, including the "Benevolents" of Venus, who consider him to be a great and mystical entity. An authentic Charlie Parker LP proves beyond the shadow of a doubt that you are indeed one of the Enlightened.

Cost: $10 for a re-issued LP, or as much as $300 for an original LP.

COMPLETE BOOKS OF CHARLES FORT

A compendium of four Charles Fort books: *The Book of the Damned*, *Lo!*, *Wild Talents*, and *New Lands*. P.I.s and Editors alike will find this to be a invaluable guide featuring thousands of different types of Forteana, as chronicled by the "Father of Modern Phenomenalism" himself. Anyone who owns a copy of this book receives a bonus of +1 when attempting to identify any kind of Forteana. A must for all Enlightened entities.



Cost: about $27.00

CRYSTAL AMULET

Made from quartz or other types of crystals, these items are believed to have magical healing and protective properties.

The good news is that Crystalomancers claim that these amulets can heal injuries to the Spirit, cure diseases, and protect the wearer from the Evil Eye or any other tyope of ailment (sorry, only one property per amulet). The bad news is that most Crystalomancers charge a fortune for this kind of item.

Cost: anywhere from $100 up to $50,000 or more.

CRYSTAL BALL

This item can supposedly be used to see into the future, as per the Paranormal Talent, Precognition. Divinations of this sort usually yield brief and almost always hazy visions of events that may occur sometime in the future. As is the case with most divinatory paraphernalia, there are no guarantees. Only someone who knows Magic or Crystalomancy can use a device of this sort.

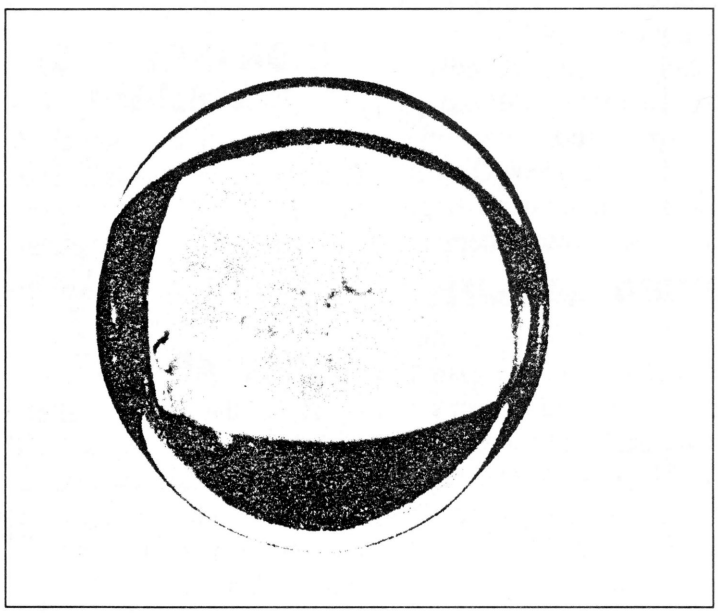
Cost: as much as $100 for a plain crystal ball.

CRYSTAL TRANSMITTER

These items resemble attractive but common quartz crystals, but are actually paranormal transmitters that can be used to send or receive messages from distant lands, other worlds, or even other dimensions — well, at least that's what they say.

Only a skilled Crystalomancer can make a Crystal Transmitter, and only a Crystalomancer would have the nerve to actually sell these things.

Cost: $500 or as much as the market will bear.



CRYSTAL WAND

This device consists of a quartz crystal mounted on a wand or shaft of some sort. Crystalomancers say that these items can be used to focus cosmic energy into a concentrated beam that can be directed like a weapon against hostile aliens, evil spirits, or just about anything else. Well, its a theory.

These weapons can be made to cause injuries to the Mind, Body, or Spirit, but cannot be used to Kill. The maximum range of the wand's beam is about ten feet.

Cost: $100

DOWSING RODS

Dowsing Rods come in several types, from "L"-shaped metal rods to forked twigs. All are equally effective, and can be used to locate any specific substance, place, or individual. Unfortunately, you can only use a Dowsing Rod if you have the Paranormal Talent, Dowsing. Note that these devices can malfunction in the vicinity of electromagnetic and other power sources.

Cost: $10 for metal rods, $0 for a twig.

EINSTEIN'S THEORY OF RELATIVITY

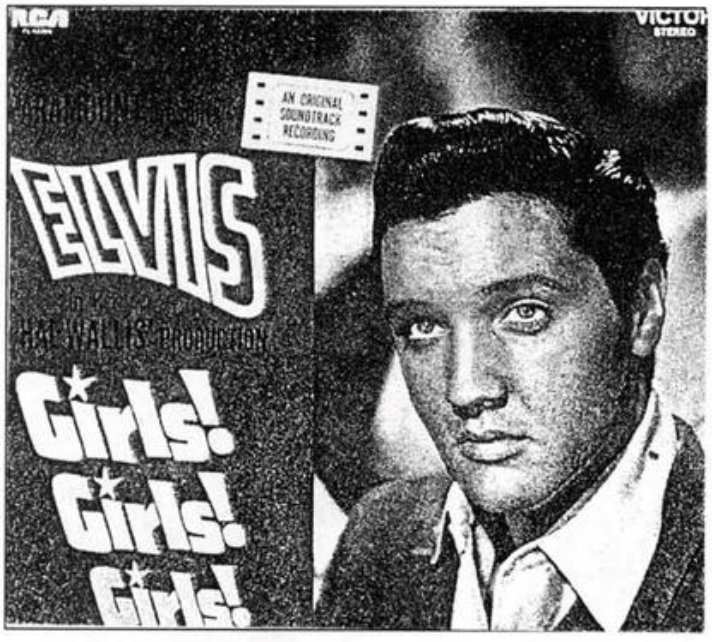
This book can be used to compute the complex calculations required to escape any type of Temporal Rift, Time Trap, or the dreaded Deja-Vu Time Loop. Figuring out the proper space-time coordinates usually takes 1-10 minutes. Unless you were Einstein in a Past Life, using this book is not easy, and requires a successful die roll vs your Mind rating.

Cost: $20

ELVIS PORTRAIT

Painted on black velvet, for that special touch of class. This decorative item comes in handy when attempting to make a good impression with friendly aliens from Venus, Elvis Impersonators, Mundane Elvis fans, and Enlightened entities throughout the universe.

Cost: $50, or about $5 at a flea market or tag sale.



ELVIS RECORD

Artifacts of this sort are highly valued by Venusians who regard Elvis as a benign, Buddha-like entity, and also by certain Collectors. Given as a gift, this item can be used to make any Venusian think you are a pretty cool entity.

Cost: anywhere from $10 to $200 or more, depending on its rarity.

FORTUNE COOKIES

These tasty snacks sometimes provide important clues to the future. Then again, sometimes they don't.

Cost: free with purchase of Chinese takeout, or about $2 for a bag of twenty.

HOROSCOPE

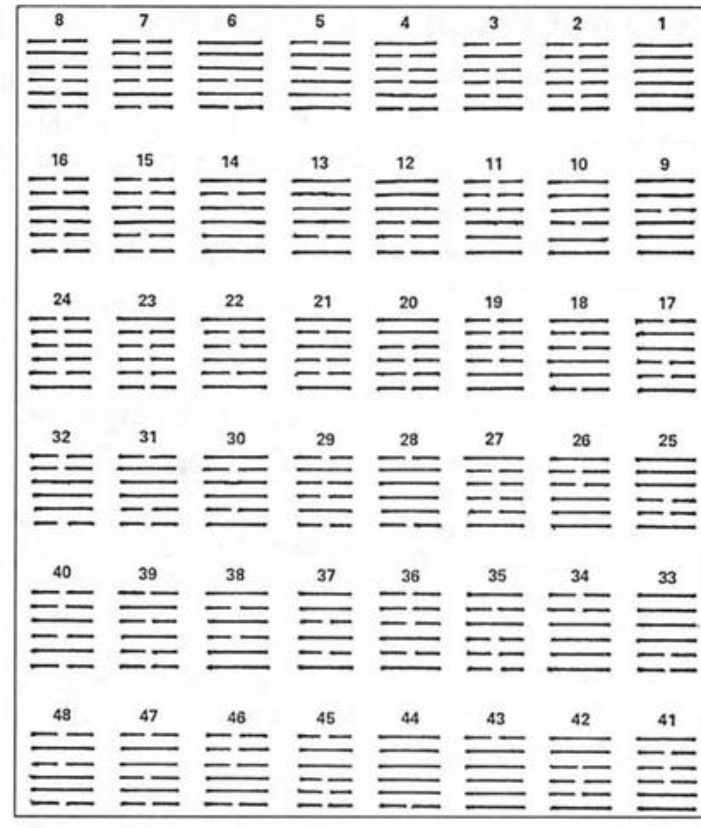
The daily horoscope is an inexpensive and handy form of prophecy available in most daily newspapers. It may not be the most accurate thing around, but it will do in a pinch.

Cost: $.50 or so for the newspaper, unless you can find one in the trash.

I CHING

This Chinese method of divination uses sticks or coins marked with symbols (called tangrams) to provide insight into the future. Most I Ching sets also come with a small booklet that explains what the various tangrams mean and how readings can be interpreted Like Tarot, this form of divination yields results that are more intuitive than specific in nature.

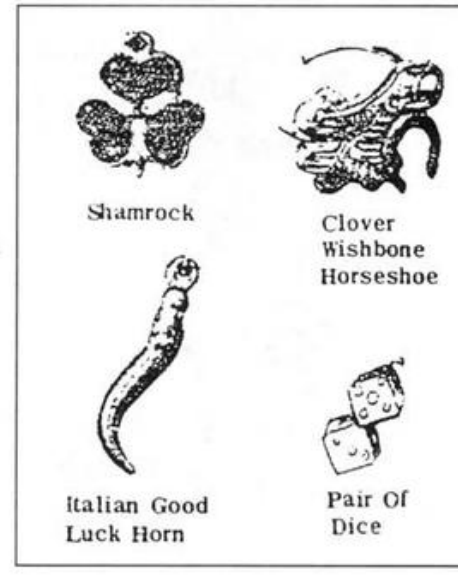
Cost: $10-20



LUCK CHARMS

There are many different types of Luck Charms, from "lucky rabbit's feet" (not so lucky for the rabbit that lost them) to shamrocks, red peppers, talismans, medicine bags, etc. A luck charm of any type will add a bonus of +1 to any Fate Table die roll required to avoid an accident (not a Screw-Up) or the effects of hostile Magic, such as a curse, Voodoo doll, etc. Note that +1 is the maximum benefit that can be derived from Luck Charms, no matter how many you carry. The benefits of a charm are limited to the holder , or the object or conveyance it is attached to.

Cost: $1-5



The road to knowledge begins with the turn of the page.

MAGIC 8-BALL

This item resembles a black plastic orb about eight inches in diameter. Ask a question, shake it, and an answer mysteriously appears in the little viewing window.

Typical 8-Ball responses include: "My Sources Say No", Without a Doubt", etc. Hard to believe, but for a brief time during the 1960's this was a hot novelty item. Then again, so was the Purple People Eater hat and the Pet Rock...

Cost: $10

OUIJA BOARD

This spooky little device consists of a game board indited with the letters of the alphabet, numbers 1-10, and the words "Yes" and "No", plus a plastic stylus. One or two individuals place their hands on the stylus, which then moves back and forth across the board, indicating specific letters; put the letters together and you will find the answer to your question.

A Ouija board can be used to communicate with the lower spirit realms, and may yield very specific (if not always reliable) answers.

Cost: $20

ORGONE ACCUMULATOR

An invention of the late Wilhelm Reich, the Orgone Accumulator is a box constructed of alternating layers of organic and inorganic material — typically, wood and metal sheeting. Reich believed that this apparatus could be used to collect orgone, the primordial energy of the universe, which had virtually unlimited therapeutic qualities.

Sitting inside an Orgone Accumulator for a half-hour or so restores lost vitality by returning the user's Body, Mind, and Spirit to full health. However, it can't be used to bring the dead back to life. This device has the side-effect of increasing the libido, or so they say. Not available commercially.

Cost: about $100 worth of materials.

PYRAMID HAT

These weird plastic hats come in garishly bright colors and measure about twelve inches from base to apex.

Adherents of the concept known as Pyramid Power (see Paranormal Talents) believe that putting one of these things on your head increases the wearer's intellect (add +1 to Mind rating), if not one's fashion sense or appearance. Once a fad, now hard to find. Alas, such is life...

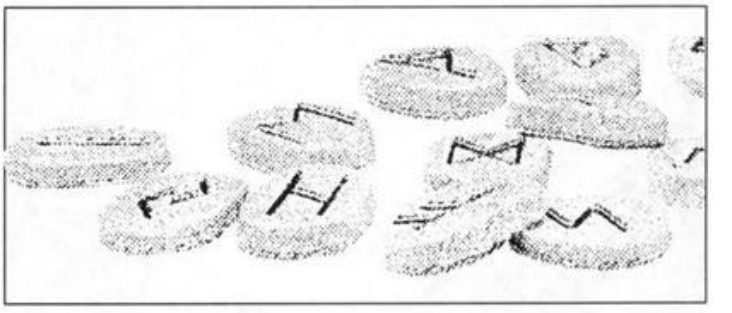
Cost: $20

RUNESTONES

Runestones are pieces of polished stone (or in the case of the cheap model, plastic) inscribed with ancient symbols. Supposedly, they can be used to cast divinations. Most sets come in a drawstring pouch with a small booklet that helps explain the meaning of the readings.

Like Tarot, this form of divination yields readings of a more intuitive, rather than specific, nature.

Cost: $20



S.H.C. PERSONAL FIRE EXTINGUISHERS

This device resembles a padded vest lined with plastic tubes of chemical fire extinguisher. It's sometimes worn as a form of protection against the rare but invariably fatal occurrence known as Spontaneous Human Combustion (or S.H.C.).

In the event of combustion, the extinguisher is activated, enveloping the wearer in a mass of chemical foam in less than a second. Not available commercially, so you'll have to build your own. Hey, it could happen.

Cost: about $70 worth of materials.

SHIRLEY MACLAINE BOOK

Books written by this maven of New Age knowledge, such as *Out on a Limb* and *Dancing in the Light*, are considered by some folks to be a good source of information on reincarnation, past lives, and all sorts of wacky paranormal stuff. Others aren't quite as generous in their assessment of Ms. Maclaine's abilities.

If you're in the former category and you own one or more of these books, you receive a +1 bonus when attempting to identify any type of phenomena related to Reincarnation or Past Lives. If you're in the latter group, you get no bonus. You decide.

P.I.s like to read this kind of stuff in the hope that they too will someday write a book and make lots of money. Available in finer book stores and supermarkets, along with your favorite tabloid.

Cost: about $20 for the hardcover versions, or about $5 in paperback.

SIGNAL/DECODER RING

A handy device that can be used to signal one's companions or decode alien ciphers. At this low, low price, a real bargain.

Cost: $1-2, or sometimes free in specially marked boxes of breakfast cereal or Crackerjacks.

SILVER BULLETS

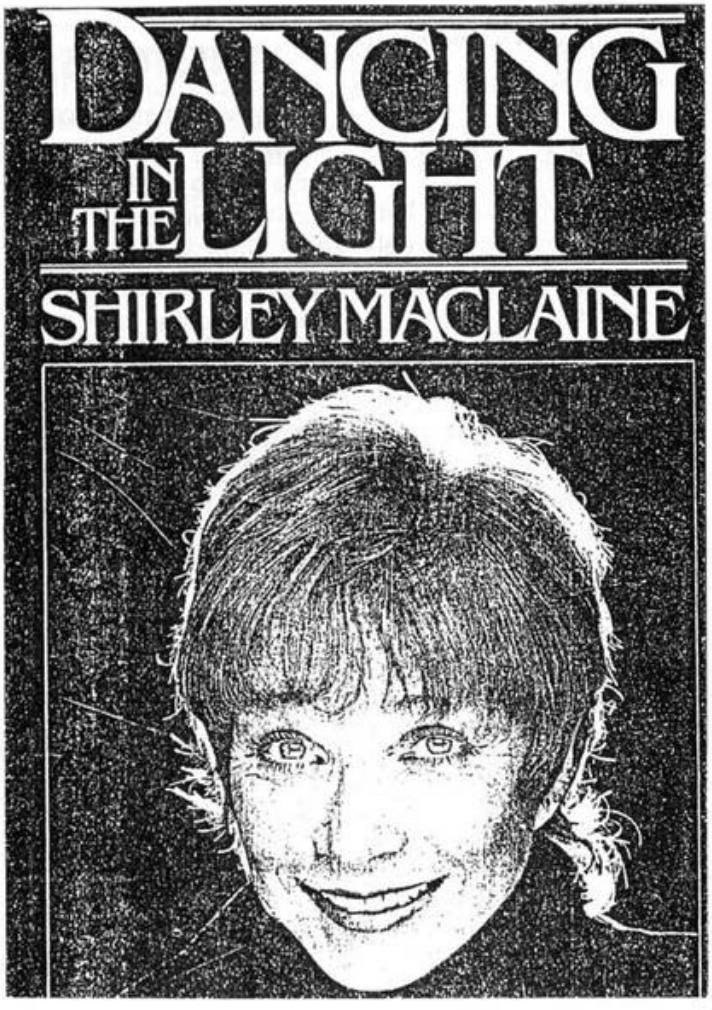
Known as the most reliable cure for lycanthropism, silver-plated bullets are available in all calibers and models. Gun not included, but it's pretty much an essential part of the deal.

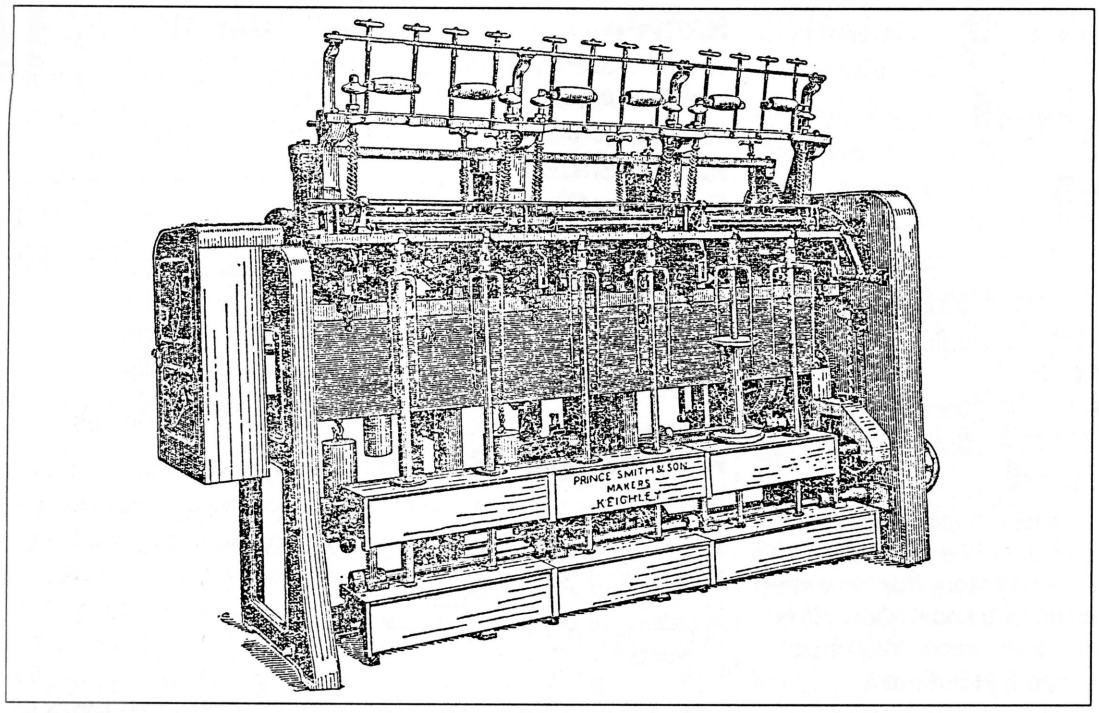
Cost: $5 apiece.

TAROT CARDS

A deck of Tarot cards is a useful device for casting divinations, assuming you know how to use it. The readings tend to be more insightful than specific in content, but are nevertheless surprisingly relevant. Like other forms of divination a Tarot reading takes at least ten minutes to complete.

Cost: $10





An early attempt to build a Tesla Set.

TESLA SET

This peculiar type of radio set is said to have been invented by the late Nicola Tesla (see Past Lives). These devices were never mass-produced, and so come in all shapes and sizes. An authentic Tesla Set can supposedly be used to contact alien ships and distant worlds — if you can figure out how to build or operate one of these complex devices. Not available commercially.

Cost: about $100 worth of materials (plus schematics) to build your own.

TRUTH SERUM

An injection of this drug lowers the subject's ability to resist interrogation (-5 penalty to Mind rating). The effects last for about ten minutes. Not available commercially, though a good pharmacist can make it.

Cost: about $20 per dose.

VAMPIRE PROTECTION KIT

Kits of this sort usually consist of a canvas bag or briefcase that contains a string of garlic, several religious icons of various denominations, a wooden stake and mallet, and a mirror. Some say these items can be used to repel Vampires. Others say vampires get a good laugh out of stuff like this.

Cost: about $20 worth of junk plus a bag or briefcase to keep it in.

VOODOO DOLL

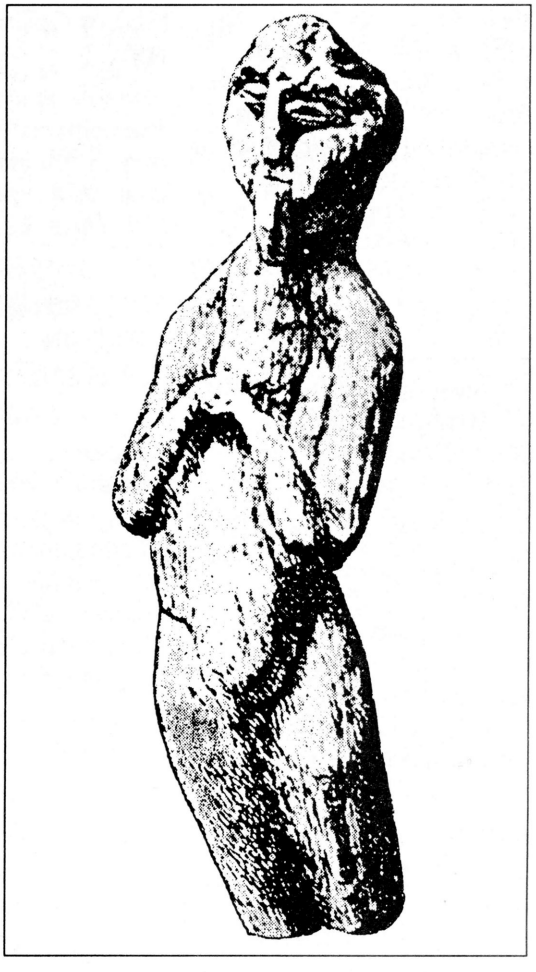
A Voodoo doll is a rattan, cloth, or wooden image into which pins are stuck in order to put a hex on someone you don't like. These devices can be used to cause injuries to a victim's Body, Mind, or Spirit, depending upon the location of the pin. The power of the hex is limited, however, and no more than one pin can be inserted per day. Each pin causes one Injury Point per day until it is removed or the doll destroyed — no amount of Healing will restore lost Injury Points until the hex has been removed. Note that only individuals who possess the Paranormal Talent, Magic, can use these devices. Coincidentally, this item can also be used as a handy bulletin board on which you can pin notes like "Remember to pay phone bill", "Buy milk", and so on. Available commercially as a novelty.

Cost: $1 worth of material to make your own, or about $10 from a novelty store.

WOLFBANE

A clump of this dried herb can be used to keep a werewolf (or any other type of lycanthrope) from making Hamburger Helper out of you and your companions. Wolfbane will keep a werewolf at bay for a minute or two at best, after which the creature will grow accustomed to it and all bets are off.

Cost: $5 per ounce.



Bibliography & Recommended Reading List

ALIEN ANIMALS
1980, Janet & Colin Bord
Granada Publishing, UK
Contains lots of neat information on lake monsters, BHMs such as Bigfoot, and of course our favorite endangered species, Mothman.

ARCHIE McPHEE CATALOGUE
P.O. Box 30852
Seattle, WA 98103
The best catalogue of all time, bar none. Archie McPhee's is a mail order kitch clearing house of such indispensible items as Magic 8-Balls, Voodoo dolls, Outer Space Passports, rubber body parts, pocket protectors ("Chic, not geek"), crystal balls, and much more. Send for their latest catalogue without delay — you won't regret it.

THE COMPLETE BOOKS OF CHARLES FORT
Dover Publications, Inc.
31 E. 2nd Street
Mineola, NY 11501-3582
The collected works of the master himself. A vast treasure trove of Forteana, and a virtually inexhaustible source of ideas for PANDEMONIUM Editors. It's also a great read.

ELVIS WORLD
1987, Jane & Michael Stern
Alfred A. Knopf, Inc. NY and Random House, Canada
This hilariously tacky (gold foil cover), fannish book contains more than you ever wanted to know about Elvis and then some. You've got to see it to believe it.

THE ENCYCLOPEDIA OF BAD TASTE
1990, Jane & Michael Stern
Harper Collins Publishers, NY
The Sterns strike again with this compendium of kitsch across America. Funny and scary at the same time. You'll love it.

THE FRINGES OF REASON
Ted Schultz, Editor
Harmony Books, NY
Absolutely essential reference work on paranormal phenomena of all sorts, though the Editor is clearly a Mundane who is skeptical about everything. It's really a shame that this book is currently out of print.

HARPER'S ENCYCLOPEDIA OF MYSTICAL & PARANORMAL EXPERIENCE
Rosemary Ellen Guiley
Harper, San Francisco
Pretty complete reference source for all sorts of weird stuff. Almost as goood as the Encyclopedia Paranormal.

HIGH WEIRDNESS BY MAIL
1988, Rev. Ivan Stang
Simon and Schuster, NY
A catalogue of catalogues full of weird stuff that you can get through the mail for free or just about. Typical Church of the Sub-Genius rantings from Stang, and a must-have for all Enlightened entities.

I AM ELVIS
American Graphics Systems
Pocket Books NY
A guide to real-life Elvis Impersonators, covering all the greats from the Black Elvis, Clearance Giddens, to the Lady Elvis, Janice K, and El Vez, the Mexican Elvis. Incredible. Or as Elvis himself said when he saw the impersonator Dave Carlson in Las Vegas: "I saw it, but I couldn't believe it."

OVER THE EDGE
Jonathan Tweet
Atlas Games
P.O. Box 406
Northfield, MN 55057
The game of Psychosurreal Roleplaying. If you haven't seen it, check it out.

THE SUN
5401 NW Broken Sound Blvd.
Boca Raton, FL 33487
An up and coming tabloid that should not be ignored. The Sun is heavy on the ultra-senational, and has the best photos of Bigfoot we ever saw. Well worth the price, and it's available at your local supermarket.

UFO UNIVERSE
Charlotte Magazine Corp.
1700 Broadway
NY, NY 10019
When it comes to the weirdest UFO conspiracy theories, abduction stories, and sightings these guys win hands down. The advertisements in this magazine — offering "Top Secret" UFO reports from various sources — are even better than some of the articles.

WEEKLY WORLD NEWS
600 East Coast Avenue
Lantana, FL 33462
The best tabloid around. Brought to you by the folks who publish the National Enquirer, so you know its got to be good. This is about the most fun you can have for 85 cents, or 95 cents if you live in Canada.

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That really cool guy who invents stuff in the James Bond movies.Yeah!

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What's This I Hear About a Contest?

Enter our **PANDEMONIUM HEADLINE NEWS CONTEST** and win a ***FREE*** one-year subscription to an actual tabloid of your choice! How do you enter? Hey, give us a minute, okay? We were just getting to that...

To enter, send us the weirdest and most original **PANDEMONIUM STORY** that your gaming group has ever played, in written form. All entries should include:

- **HEADLINE**
- **BYLINE** (Editor and Paranormal Investigators' names), and
- **COPY** (maximum length: about 1000 words).

Accompanying kitsch collages are optional, but always appreciated.

Our team of totally biased judges will carefully scrutinize all entries, utilizing a convoluted and highly suspect methodology to appraise each on the basis of weirdness, outrageousness, humor, legibility (you should see some of the stuff we get in the mail) and whatever else seems appropriate at the time. The creators of the three winning Stories will receive a one-year subscription to a REAL tabloid, like the Weekly World News or the Sun (be sure to indicate your preference on your entry, or we'll choose one for you).

The deadline for contest submissions is December 31, 1993. Contest winners will be announced sometime in January, 1994. If you'd like a copy of the contest results include a self addressed stamped envelope with your submission and we'll let you know who the lucky wieners were.

The Usual Disclaimers And Such...
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MIB Productions, Inc.
11 Melrose Avenue
Greenwich, CT 06830

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Yes, as a matter of fact I *AM* Enlightened, and would like to order ____ copies of **PANDEMONIUM**, which is published by MIB Productions, distributed by the folks at Atlas Games, and available through all hobby distributors of note.

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Thank You.

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PANDEMONIUM!
ADVENTURES IN TABLOID WORLD

Character Card

Name:
RICK DANTE

Personal Info:
MALE, ITALIAN-AMERICAN, AGE 22
6' 175 LBS, BROWN HAIR, GREEN EYES;
ACTS COOL, SMOKES TOO MUCH, HANGS
OUT WITH STRANGE PEOPLE (MOSTLY
MUSICIANS), NOCTURNAL BY PREFERENCE

Mundane Profession:
R & B MUSICIAN

Job Description:
SAX PLAYER, SPEAKS MUSICIAN'S LINGO;
FAMILIARITY W/MOST TYPES OF STREET
DRUGS, SEEDY BARS, AND THE DARK
UNDERSIDE OF CITY NIGHT LIFE

Hobbies:

AMATEUR DETECTIVE	0

Paranormal Talents:

HIGH CHEMICAL TOLERANCE	+1
MAGIC	+1

Attributes:

Body	+2	
Mind	+2	
Spirit	0	

I.D. Photo

Phobia:

HYDROPHOBIA	+1

Past Lives:

BOGEY	0

Possessions (carried):
$35 IN CASH
YAMAHA ALTO SAX W/CASE
DECK OF TAROT CARDS
BLACK MOTORCYCLE JACKET
RED PEPPER LUCK CHARM

Instant Karma Points:

PANDEMONIUM!

ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

R & B MUSICIANS, ROCK CLUB PATRONS

MOE SPIEGLEMAN (PAWN SHOP OWNER, FORTEAN FRIEND AND PARANORMAL ADVISOR)

Additional Possessions:

$108 IN BANK ACCOUNT

$220 HIDDEN UNDER MATTRESS

A DOZEN-ODD BOOKS ON MAGIC

VOODOO DOLL W/FOUR PINS

STACK OF DETECTIVE MAGAZINES

COMPLETE WORKS OF CHARLES FORT

Story Notes:

Current Deadline:

PANDEMONIUM!
ADVENTURES IN TABLOID WORLD

Character Card

Name:
CELIA BROWN

Personal Info:
FEMALE, AFRICAN-AMERICAN, AGE 20
5'8", 130 LBS, BROWN HAIR & EYES
EXCELLENT PHYSICAL CONDITION,
OUTGOING, FRIENDLY--FLEXIBLE AND
ATHLETIC, PERCEPTIVE

Mundane Profession:
AEROBICS INSTRUCTOR +2

Job Description:
TEACHES EXERCISE TECHNIQUES,
KNOWS HOW TO TREAT SPRAINS & BRUISES,
TERRIFIC ENDURANCE, LOOKS GREAT IN
TIGHTS

Hobbies:
JUDO +1

Paranormal Talents:
MIND READING +1
PSYCHIC ASSAULT 0

Attributes:

Body	+3	
Mind	+1	
Spirit	+1	

I.D. Photo

Phobia:
PHASMOPHOBIA +1

Past Lives:
JOAN OF ARC 0

Possessions (carried):
$90.00 IN CASH
CRYSTAL AMULET
SEQUINED DENIM JACKET
CAN OF MACE (POCKETBOOK)
CREDIT CARD ($1000 LIMIT)

Instant Karma Points:

PANDEMONIUM!

ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

AEROBICS INSTRUCTORS AND CLIENTS

ELVIRA JONES (OLD FRIEND OF FAMILY WHO HAPPENS TO BE A WITCH)

Additional Possessions:

$840 IN BANK ACCOUNT

7 DIFFERENT EXERCISE OUTFITS

REALLY COOL CD/STEREO (APARTMENT)

HALF-DOZEN DIFFERENT TYPES OF HOME EXERCISE GADGETS

Story Notes:

Current Deadline:

PANDEMONIUM!
ADVENTURES IN TABLOID WORLD

Character Card

Name:
HENRY YAKAMOTO

Personal Info:
MALE, JAPANESE-AMERICAN, AGE 25
5'7", 150 LBS., BLACK HAIR & BROWN EYES -- THOUGHTFUL, STUDIOUS, INTROSPECTIVE -- AS A RESULT IS SOMETIMES THOUGHT OF AS A NERD

Mundane Profession:
HIGH SCHOOL PHYSICS TEACHER +2

Job Description:
UNDERSTANDS LAWS OF PHYSICS AS THEY APPLY BOTH TO THE MUNDANE & TABLOID WORLD UNIVERSE --ABILITY TO TEACH HIGH SCHOOL KIDS WHILE RETAINING SANITY

Hobbies:
COMPUTERS +1

Paranormal Talents:
PSYCHOKINESIS +1
CRYPTOZOOLOGY 0

Attributes:

Body	+1	
Mind	+3	
Spirit	0	

I.D. Photo

Phobia:
ALTOPHOBIA +1

Past Lives:
ALBERT EINSTEIN 0

Possessions (carried):
$60 IN CASH
CREDIT CARD ($1500 LIMIT)
IBM LAPTOP COMPUTER
POCKET PROTECTOR
MICRO RECORDER
1 COPY OF EINSTEIN'S THEORY OF RELATIVITY

Instant Karma Points:

PANDEMONIUM!™

ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

HIGH SCHOOL TEACHERS & STUDENTS

HERMAN GOTH, PhD (COLLEGE PHYSICS PROFESSOR & MENTOR)

Additional Possessions:

FAX MACHINE

MODEM (9600 BAUD)

$1340 IN BANK ACCOUNT

2 DOZEN BOOKS ON ADVANCED PHYSICS

Story Notes:

Current Deadline:

PANDEMONIUM!™
ADVENTURES IN TABLOID WORLD

Character Card

Name:
JOSEPH CLOUDWALKER

Personal Info:
MALE, NATIVE AMERICAN, AGE 21
6'3", 200 LBS. BLACK HAIR, BROWN EYES
GOOD PHYSICAL CONDITION, LEAN BUT
STRONG, GOOD BALANCE -- QUIET AND
SOFTSPOKEN, SOMETIMES MOODY

Mundane Profession:
CONSTRUCTION WORKER +2

Job Description:
EXPERIENCED WELDER & RIVETER
CAN OPERATE HEAVY MACHINERY (TRUCKS,
CRANE), HAS NO FEAR OF HEIGHTS

Hobbies:
BOW HUNTING +1

Paranormal Talents:
DOWSING +1
MAGIC (SHAMANISM) 0

Attributes:

Body	+3	
Mind	0	
Spirit	+2	

I.D. Photo

Phobia:
BELONOPHOBIA +1

Past Lives:
GERONIMO 0

Possessions (carried):
$125 IN CASH
BOW, QUIVER W/20 ARROWS
LUCK CHARM (MEDICINE BAG)
DOWSING ROD

Instant Karma Points:

PANDEMONIUM!™

ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

CONSTRUCTION WORKERS

FAMILY & FRIENDS (NEVADA RESERVATION)

JOHN SUN DANCER (TRIBAL SHAMAN & MENTOR, 90 YEARS OLD)

Additional Possessions:

1978 FORD PICKUP TRUCK

TOOLBOX (WRENCHES, WELDING GEAR)

$595 IN BANK ACCOUNT

Story Notes:

Current Deadline:

PANDEMONIUM!™
ADVENTURES IN TABLOID WORLD

Character Card

Name:
MIKE WASHINGTON

Personal Info:
MALE, AFRICAN-AMERICAN, AGE 24
6'3", 240 LBS, WELL BUILT, GOOD
ATHLETE (FORMER COLLEGE FOOTBALL
PLAYER UNTIL KNEE INJURY), SELF-
ASSURED BUT NEVER COCKY

Mundane Profession:
NIGHTCLUB DJ & RAPPER +1

Job Description:
STREETWISE, KNOWS THE RAP CLUB SCENE,
SPEAKS THE LANGUAGE OF THE INNER-CITY,
KNOWLEDGE OF RECORDING STUDIOS & SOUND
GEAR

Hobbies:
FOOTBALL (LINEBACKER) +3

Paranormal Talents:
SIXTH SENSE 0
CLAIRAUDIENCE +1

Attributes:

Body	+2	
Mind	+1	
Spirit	+1	

I.D. Photo

Phobia:
CLAUSTROPHOBIA +1

Past Lives:
JOE LOUIS 0

Possessions (carried):
$80 IN CASH
PORTABLE CD PLAYER & HEADPHONES
CELLULAR PHONE
BEEPER

Instant Karma Points:

PANDEMONIUM!™

ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

RAP MUSICIANS, DJs, CLUB PATRONS,

PALS FROM THE 'HOOD,

EMMA WASHINGTON (MOTHER, A PSYCHIC)

Additional Possessions:

$1,150 IN BANK ACCOUNT

MONSTER STEREO SYSTEM (APARTMENT)

FOOTBALL TROPHIES

Story Notes:

Current Deadline:

PANDEMONIUM!
ADVENTURES IN TABLOID WORLD

Character Card

Name:
TRACEY NOVAK (NOVAKOWSKI)

Personal Info:
FEMALE, POLISH-AMERICAN, AGE 23
5'10", 132 LBS, BLONDE HAIR, BLUE EYES
VERY ATTRACTIVE, GREAT BODY, ACTS A BIT DIZZY BUT IS QUITE INTELLIGENT, LIKES TO PARTY

Mundane Profession:
PROFESSIONAL MODEL +1

Job Description:
KNOWS HOW TO USE MAKE-UP & CLOTHING TO ENHANCE LOOKS, GOOD AT SELF-PROMOTION CAN HOLD SAME POSE FOR HOURS, KNOWLEDGE OF FASHION INDUSTRY

Hobbies:
ACTING +1

Paranormal Talents:
SPEAK IN TONGUES +1
FAITH HEALING +1

Attributes:

Body	+2	
Mind	+2	
Spirit	0	

I.D. Photo

Phobia:
TRISKADECCAPHOBIA +1

Past Lives:
MARILYN MONROE 0

Possessions (carried):
$220 IN CASH
CREDIT CARD ($1500 LIMIT)
MAKE-UP KIT
SHIRLEY MACLAINE BOOK

Instant Karma Points:

PANDEMONIUM!™

ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

FASHION PHOTOGRAPHERS, DESIGNERS, AND MODELS -- "JET-SETTER" & A FEW MINOR HOLLYWOOD TYPES

DAVID GRESHAM (TV PRODUCER & EX-BOYFRIEND W/CONTACTS IN NETWORK & CABLE TV)

Additional Possessions:

$12.05 IN BANK ACCOUNT

INCREDIBLE WARDROBE (APARTMENT)

2 DOZEN WIGS OF VARIOUS SORTS

Story Notes:

Current Deadline:

PANDEMONIUM!
ADVENTURES IN TABLOID WORLD

Character Card

Name:
CRAWFORD WHITE

Personal Info:
MALE, WASP, AGE 28, 6' 180 LBS.
BLONDE HAIR, BLUE EYES -- FAMILY WAS RICH UNTIL STOCK MARKET CRASH;
VERY OUTGOING, WELL-MANNERED, A REAL SOCIALITE

Mundane Profession:
SKI INSTRUCTOR +2

Job Description:
SEASONAL JOB W/SIDE BENEFIT OF MEETING WEALTHY WOMEN; GOOD SKIER, KNOWLEDGE OF SKI RESORTS AND POSH NIGHTCLUBS; SPEAKS THE LANGUAGE OF THE UPPER CLASS

Hobbies:
BOATING +2

Paranormal Talents:
RETROCOGNITION +1
OBJECT READING +1

Attributes:

Body	+2	
Mind	0	
Spirit	0	

I.D. Photo

Phobia:
ERGOPHOBIA +1

Past Lives:
JFK 0

Possessions (carried):
$140 IN CASH
RAY BAN SUNGLASSES
RALPH LAUREN SPORT JACKET
#15 SUNBLOCK

Instant Karma Points:

PANDEMONIUM!™
ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

WEALTHY FRIENDS (AND FORMER FRIENDS) OF FAMILY

PATRONS OF EXPENSIVE SKI RESORTS & YACHT CLUBS

E. FENTON BRADLEY (BANK PRESIDENT, WEALTHY FRIEND OF FAMILY_

Additional Possessions:

$102 IN BANK ACCOUNT

1987 PORSCHE CARRERA (NEEDS NEW BRAKES AND PAINT JOB)

SNAPPY WARDROBE (GETTING A BIT WORN)

Story Notes:

Current Deadline:

PANDEMONIUM!™
ADVENTURES IN TABLOID WORLD

Character Card

Name:
CHE LaVIE

Personal Info:
FEMALE, FRENCH-AMERICAN, AGE 21
5'5", 110 LBS, BLACK HAIR & BROWN EYES;
ALTERNATIVE FASHION SENSE (COMBINATION
OF SEATTLE GRUNGE & N.Y. PUNK);
EMOTIONAL TERMPERAMENT, STRONG-WILLED

Mundane Profession:
FREELANCE PHOTOGRAPHER +2

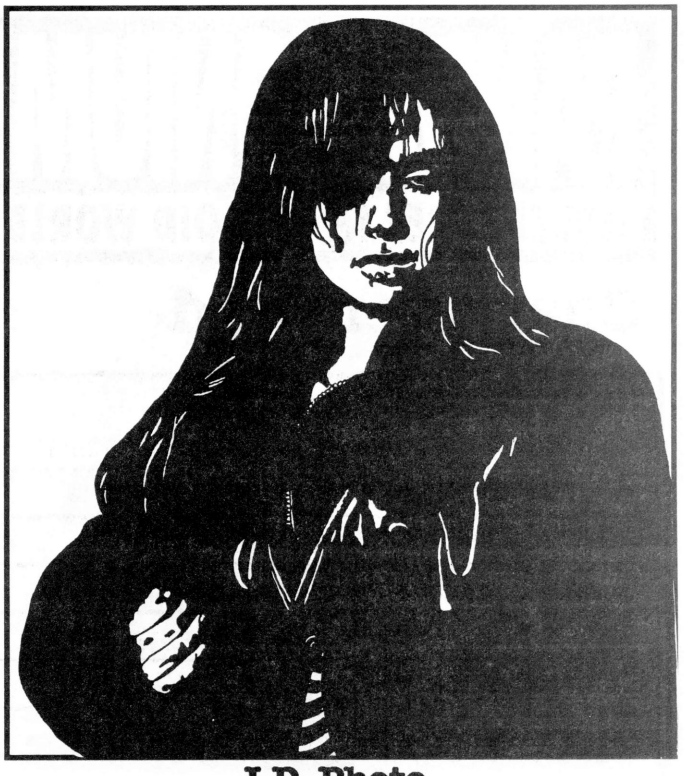
Job Description:
KNOWLEDGE OF MOST PHOTOGRAPHIC
TECHNIQUES, FILM DEVELOPING, SHOOTING
UNDER LESS THAN IDEAL CONDITIONS; CAN
HANDLE TEMPERAMENTAL MODELS & SUBJECTS

Hobbies:
ANCIENT EGYPTIAN MYTHOLOGY +2

Paranormal Talents:
ASTRAL ASSAULT +1
SPIRIT PHOTOGRAPHY 0

Attributes:

Body	+1	
Mind	+2	
Spirit	+2	



I.D. Photo

Phobia:
OPHIOPHOBIA +1

Past Lives:
CLEOPATRA 0

Possessions (carried):
$110 IN CASH
CREDIT CARD ($750 LIMIT)
NIKON 35mm CAMERA W/ZOOM LENS
POLAROID CAMERA
CAMERA LIGHTER

Instant Karma Points:

PANDEMONIUM!

ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

PHOTOGRAPHERS, PHOTO EDITORS

PATRONS OF ALTERNATIVE MUSIC CLUBS

RENE DUBOIS (UNCLE, SPIRIT & KIRLIAN PHOTOGRAPHER, LIVES IN PARIS)

Additional Possessions:

$475 IN BANK ACCOUNT

FULLY-EQUIPPED DARKROOM (APARTMENT)

2 DOZEN BOOKS ON EGYPTIAN MYTHOLOGY & ANCIENT HISTORY

Story Notes:

Current Deadline:

PANDEMONIUM!™
ADVENTURES IN TABLOID WORLD

Character Card

Name:
ERNESTO VILLA

Personal Info:
MALE, MEXICAN-AMERICAN, AGE 27
5'11", 195 LBS. BROWN HAIR & EYES
MUSCULAR BUILD; MACHO TEMPERAMENT
WHEN ANGERED, OTHERWISE EASY-GOING,
SPEAKS FLUENT SPANICH

Mundane Profession:
CAB DRIVER +1
Job Description:
ABLE TO DRIVE FAST AND RECKLESSLY,
SPECIFIC KNOWLEDGE OF HOME TOWN OR
CITY STREETS, ABLE TO WORK LONG HOURS
WITHOUT GETTING DROWSY

Hobbies:
BOXING +2
AUTOMATIC ART 0

Paranormal Talents:
PRECOGNITION +1

Attributes:

Body	+3	
Mind	0	
Spirit	+1	

I.D. Photo

Phobia:
BALLISTOPHOBIA +1

Past Lives:
MARCO POLO 0

Possessions (carried):
$130 IN CASH
LUCK CHARM (GOLD CROSS)
LEATHER BOMBER JACKET
KEVLAR VEST (UNDERNEATH SHIRT)
L.A. CAB DRIVER'S LICENSE

Instant Karma Points:

PANDEMONIUM!™
ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

CAB DRIVERS & DISPATCHERS

OLD PALS FROM THE EAST L.A. BARRIO

LOVIE DENAPOLI (DISPATCHER, HAS TAXI BIZ CONTACTS IN MOST MAJOR U.S. CITIES)

Additional Possessions:

1976 CAMARO (NEEDS PAINT BUT FAST)

FUZZY DICE LUCK CHARM (FOR THE CAR)

BOXING GLOVES & GEAR

HALF-DOZEN ART BOOKS (PICASSO)

Story Notes:

Current Deadline:

PANDEMONIUM!™
ADVENTURES IN TABLOID WORLD

Character Card

Name:
JUDITH ROSENBERG

Personal Info:
FEMALE, GERMAN-AMERICAN, AGE 30
5'6", 125 LBS, WAVY BROWN HAIR, BROWN EYES, 1960's FASHION SENSE; RADICAL FEMINIST, VEGETARIAN, HAS MASTERS DEGREE IN WOMEN'S STUDIES

Mundane Profession:
HEALTH FOOD STORE NUTRITION ADVISOR +1

Job Description:
KNOWLEDGE OF HARMFUL AND/OR WEIRD FOOD ADDITIVES, VITAMINS, NATURAL FOODS; CAN DIAGNOSE NUTRITION-RELATED MALADIES & SUGGEST REMEDIES

Hobbies:
KUNG FU +1

Paranormal Talents:
READ AURAS +1
PALM READING +1

Attributes:

Body	+1	
Mind	+2	
Spirit	+2	

I.D. Photo

Phobia:
PHARMACOPHOBIA +1

Past Lives:
MADAME BLAVATSKY 0

Possessions (carried):
$85 IN CASH
CREDIT CARD ($1000 LIMIT)
RUNESTONES
VITAMINS (VARIOUS TYPES)

Instant Karma Points:

PANDEMONIUM!™
ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

HEALTH FOOD STORE WORKERS & CUSTOMERS

FORMER COLLEGE PALS FROM NYU (MOSTLY RADICALS)

CARMELLA LASCALLA (HOLISTIC HEALER, AGE 50, LIVES IN GREENWICH VILLAGE, NYC)

Additional Possessions:

$1,150 IN BANK ACCOUNT

2-3 DOZEN BOOKS ON NUTRITION

A DOZEN BOOKS ON NEW AGE SUBJECTS

Story Notes:

Current Deadline:

PANDEMONIUM!™
ADVENTURES IN TABLOID WORLD

Character Card

Name:
JOHNNY KING (JOE MEAGER)

Personal Info:
MALE, SERBIAN-AMERICAN, AGE 32, 5'10", 195 LBS, BLACK HAIR, BROWN EYES, ABOUT 20 LBS OVERWEIGHT, LOVES JUNK FOOD & SCI-FI MOVIES, SOMEWHAT SHY WHEN NOT ON STAGE

Mundane Profession:
ELVIS IMPERSONATOR +1

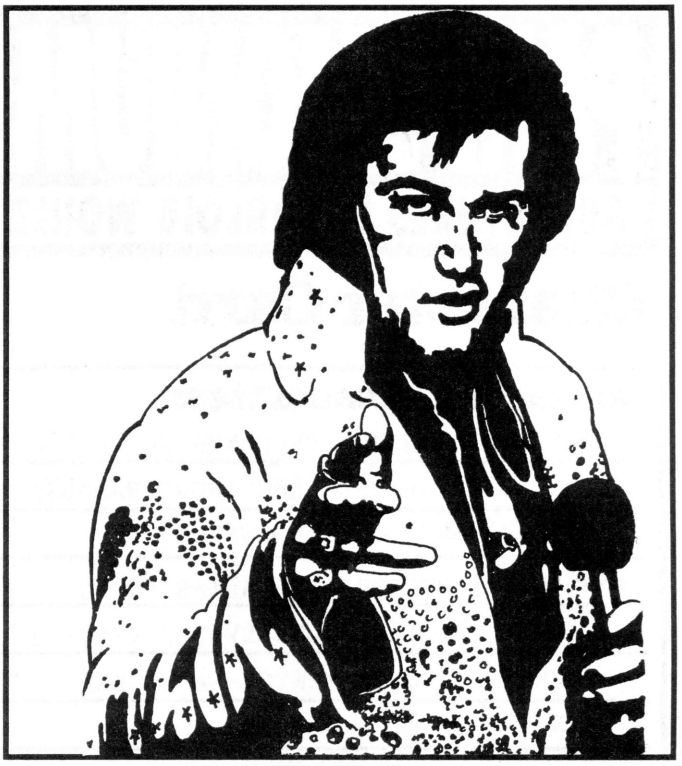
Job Description:
ABLE TO SING, SPEAK AND ACT LIKE ELVIS; KNOWLEDGE OF ELVIS REPERTOIRE, SHOWBIZ LINGO, AND MOST OF THE LEAST ATTRACTIVE NIGHTCLUBS IN LAS VEGAS & ATLANTIC CITY, N.J.

Hobbies:
UFO WATCHER +1

Paranormal Talents:
ALIEN EMPATHY +1
ASTRAL ASSAULT +1

Attributes:

Body	0	
Mind	+1	
Spirit	+2	



I.D. Photo

Phobia:
TERATOPHOBIA +1

Past Lives:
NICOLA TESLA

Possessions (carried):
$50 IN CASH
CREDIT CARD ($500 LIMIT)
ENCYCLOPEDIA OF UFOs
SIGNAL/DECODER RING

Instant Karma Points:

PANDEMONIUM!™
ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

NIGHTCLUB & CASINO PERFORMERS, COMEDIANS, MUSICIANS (NONE FAMOUS)

BOOKING AGENTS & CLUB OWNERS

TONY CONSTANTINOPOLIS (ALIAS "KING ELVIS" 55-YEAR-OLD ELVIS IMPERSONATOR & MENTOR--A LEGEND IN VEGAS

Additional Possessions:

$97 IN BANK ACCOUNT

1971 CADILLAC (DOESN'T RUN--NEEDS NEW ENGINE)

5 DIFFERENT ELVIS COSTUMES

COLLECTION OF ELVIS RECORDS

ELVIS PORTRAIT ON BLACK VELVET

TESLA SET (NOT FINISHED YET)

Story Notes:

Current Deadline:

PANDEMONIUM!

ADVENTURES IN TABLOID WORLD

Character Card

Name:

Personal Info:

Mundane Profession:

Job Description:

Hobbies:

Paranormal Talents:

Attributes:

Body	_____	_____
Mind	_____	_____
Spirit	_____	_____

I.D. Photo

Phobia:

Past Lives:

Possessions (carried)**:**

Instant Karma Points:

PANDEMONIUM!

ADVENTURES IN TABLOID WORLD

Character Card

Contacts & Associates:

Additional Possessions:

Story Notes:

Current Deadline:

PANDEMONIUM!™

ADVENTURES IN TABLOID WORLD

The Role Playing Game

Hard to believe it's only $19.95

THE TRUTH ABOUT:

UFOs!
ELVIS!
BIGFOOT!
PAST LIVES!
LAKE MONSTERS!
THE BERMUDA TRIANGLE!
and *MUCH* more!

AMAZING BUT TRUE!

PANDEMONIUM is a role playing game that takes place in the weird world of the Tabloids — those tacky looking newspapers you see in the supermarket but are afraid to buy because you don't want your friends to think you actually believe Elvis is still alive, or that evil aliens from a far galaxy have come to Earth to kidnap our women. So you sneak a peek while you're waiting in the checkout line but never actually get up the courage to buy a copy, because what would the neighbors say?

Well, here's your chance to find out what you've been missing!

BONUS FEATURES!

Our patented **E-Z Rules System!** Also includes optional **Very Complicated Rules** for anal retentive role players! Amazing!

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Reincarnation Rules that allow your character to come back from the dead time and time again! Laugh in the face of Death, and live to tell about it! Live forever! Unbelievable!

Plus big type and lots of pictures.

All right now, calm down.

PANDEMONIUM is a game for Enlightened entities of all ages. To play, you just pick a Character Card, create a Story, and you're on your way. Really. It doesn't get any E-Z-er than that. And don't forget the big type and pictures.

Produced by...
Deja Vu STUDIOS

for...
M.I.B. PRODUCTIONS

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